

JUSTIFIERS

RPG™



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JUSTIFIERS RPG

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and especially, my friend, Richard Tucholka.

This Book is dedicated to the two most special ladies in my world; Jennifer, my love and Erin, my daughter.

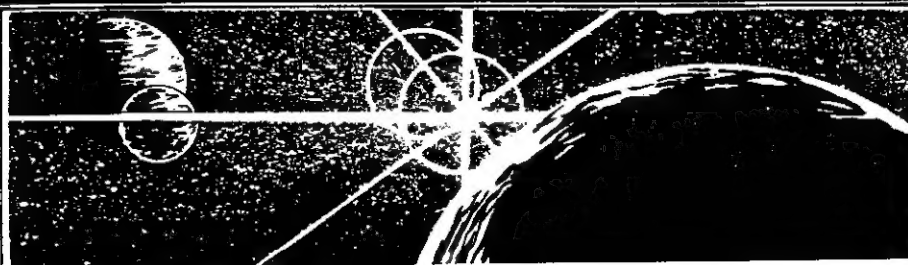
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INTRODUCTION:

Often when you read a book you project yourself into the main character. In a book you can only do what the author has written, in a role playing game you project yourself into a character and have it do what you want. In real life things seldom go just as you plan, in a role playing game you use dice to include a number of variables that can affect any course of action you take.

A GameMaster (GM) is part author and part referee. The GM plans the outline of the story for the players to move within, but can not determine or affect the player's outcome directly. The GM is referee in that he interprets the rules from the manual and applies them, hopefully unbiased, to the situations at hand. A single story is referred to as an *Adventure*, while a group of *Adventures* with the same characters and theme is a *Campaign*.

To play *Justifiers* you will need two ten-sided dice (D10) and at least two six-sided dice (D6), though the more the better. When a roll of 2D10 is indicated, roll two ten sided dice and add the results. When a percentile roll or D100 is indicated, designate one of the dice as high and read the result as a number between 01 and 100(00). When a roll against an attribute or stat is indicated roll D100 at or below the attribute. Such dice are available at most hobby and game stores. In addition, you'll need paper and pencils, maps and a lot of imagination. A sense of humor and some snacks won't hurt either.

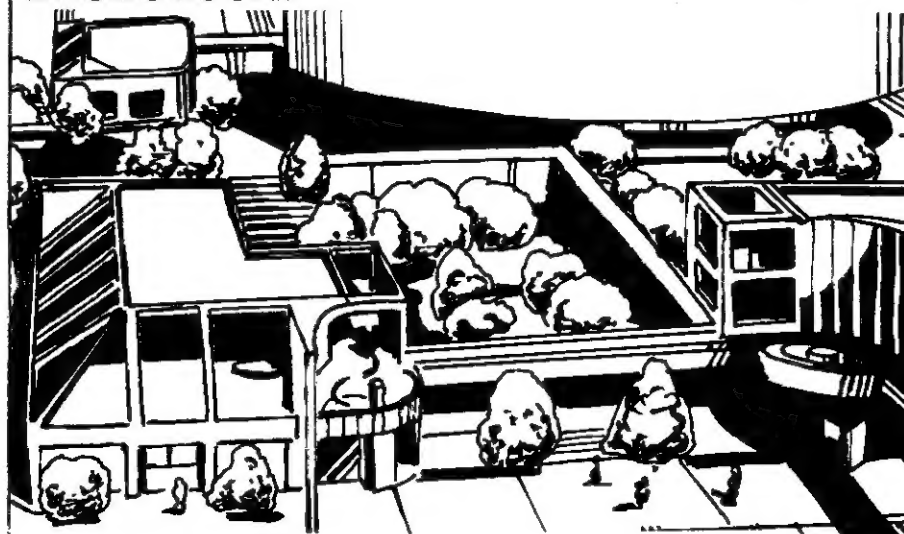
Keep in mind that this is a game and should be fun for all concerned. Hostile, argumentative, or obnoxious players should have their characters suffer sudden severe accidents. Remember as GM you are the court of last appeal. Your interpretation of the rules is what is important. Don't waste everyone's time with fruitless arguments over details of rules interpretation. Just apply some common sense. Most of all, have fun; that's what the game is designed for.

What I've tried to do here is to establish a background against which you can play many different things. Though the game is slanted toward planetary exploration there is the opportunity to play Corporate Security Forces, either as a military organization or as a law enforcement arm, colonists, either Beta, or human, or any other thing you can imagine. Within this rich and varied background the possibilities are endless. Use your imagination.

Good luck,

GIDEON

BACKGROUND



THE CORPORATIONS:

In the beginning there was only one corporation, *THE Corporation. The Terran Trade Alliance, Inc.* TTA was born out of the need of the various smaller conglomerates to protect themselves during the late 20th and early 21st centuries.

There was no "Great War," just a whole lot of little wars. Each one brought the governments of earth closer and closer to economic ruin. In the end it was the corporations and later the TTA which bailed them out. The TTA simply took over all business being conducted on the planet earth and let the governments pretend to have power.

Then came the discovery of the *TransMatt*, and expansion to the stars. The TTA set up colonies at Tau Ceti, Alpha Centuri and several other near stars. Each colony becoming a company within the corporation, each one run to make a profit.

Tau Ceti Prime became the largest producer of natural and synthetic foodstuffs. They were the first to break away from the TTA. There was a short armed conflict between the Cetans and the TTA, but it was viewed as unprofitable by the TTA to risk so many billions of dollars of facilities, as well as the loss of millions in revenues and the threat of food shortages. It could have undermined the TTA's authority and control of the various governments. Several other companies went rogue soon after.

It was then that the TTA made its move to re-establish its superiority over all the other corporations. In a single bold stroke they managed to decimate every *TransMatt* technology production site off-earth. 80% of the *TransMatt* technicians employed by every other corporation were killed, 15% more were bribed away. The TTA was the only Corp left with *TransMatt* production facilities.

The next day the *TTA* re-opened for business under the name of *Terran TransMatt Specialties, Inc.* with a full fledged monopoly on the production of replacement parts for the crucial *TransMatt* receiving and sending stations. They established their currency, the 'C' as the universal base of trade and refused to accept any other currency.

This meant that in order to buy new *TransMatt* technology a corporation had to sell goods and services to *TTMS* to get 'C' with which to buy replacement parts for their *TransMatts*. Within months several of the errant *Corps* had come back under *TTMS* control. Hostile takeovers (localized wars) and mergers were the norm. Through it all *TTMS* maintained a neutral pose.

In the end they were the winners. Only those companies which through cunning or ability had made themselves invaluable to *TTMS*, or were capable of producing a product which *TTMS* had a need for, survived.

That was almost 150 years ago; since then the balance of power has shifted only somewhat. Even a second Inter-Corporate War couldn't shake *TTMS'* hold on the *TransMatt* production facilities. New colonies are springing up faster than you can count, but *TTMS* still maintains their control of *TransMatt* Technology and through that at least tacit control of every other *Corp*. Only five other *Corps* are large enough to run the financial risk of establishing new colonies. Each one has their own *Justifiers* and each one has de-specialized to the point of being able to exploit virtually any natural resource that a world has.

While all the *Corps* have signed the agreement to consider *Beta-humanoids* and aboriginal tribespeople *semi-humans*, some are more lenient than others. Often it is the older, more established *Corps* that are the most advanced in the field of *semi-human* rights.

Many of the *Corps*, including some of the smaller ones not listed below, have large security forces. There is no government: the law is whatever the *Corps* can get away with. *Hostile Takeovers* of exploitable border worlds are common, though outbreaks of real wars are scarce (they tend to be unprofitable). Security forces are made up of the same mixture of *Human*, *Augmented Human*, *Heavy-G Human* and *Beta-humanoid* as comprises the ranks of the *Justifiers*.



THE MAJOR CORPS:

Tau Ceti Prime:

Having survived the corporate shake-ups of the last 150 years it stands today as the oldest independent corporation in existence. The *Cetans* control more than 20 worlds and are by far the largest producers of foodstuffs in the known galaxy. Though Tau Ceti is still the seat of their power they do have a permanent *Cetan* trade delegation on earth itself set up just a few miles from the headquarters of *TTMS*.

Enclave LTD:

Originally a producer of habitation structures, Enclave, like most of the *Corps* has branched into many other areas of specialization. They still produce many of the larger dome structures used for protection and containment on hostile environment worlds, however they are currently the number two producer of mined raw materials as well as the number one producer of high quality metals and man made materials. They control some 12 worlds.

United Industries:

As one of the very youngest, but fastest growing *Corps*, United Industries was started during the last round of Hostile Takeovers. They manufacture advanced weaponry and body armor. They made a killing during the war selling to all sides, since one of the first casualties of that conflict were the other *Corp's* weapons production facilities. While they remained neutral (no other *Corp* dared risk involving them since they would cut off their own weapons supplies) they managed to absorb several smaller *Corps* and establish a solid foundation for themselves. They now have facilities on 9 worlds, with their headquarters on Rogue, an inhospitable planet, orbiting a star in the constellation Orion.

STPD Engineering:

This *Corp* previously controlled as many as 38 planets in 19 systems, but they were the big loser in the last *Inter-Corporate War*. They now control less than half those systems and have very few friends in the corporate jungle. They are probably ripe for a Hostile Takeover attempt.

B'Hazard Mining:

This particular *Corp* is a veritable newborn in the corporate jungle. They specialize in heavy-gravity mining. Since most heavy-g worlds have few other exploitable resources and since B'Hazard has a virtual monopoly on heavy-g miners they have not felt the necessity to expand much beyond their current field. They control some 9 worlds and seem to be closely allied to the *Enclavers*. There's talk of a merger.

Terran TranMatt Specialties Inc.:

THE Corporation, they still maintain a total monopoly on the production of *TransMatt*

THE Corporation, they still maintain a total monopoly on the production of *TransMatt* technology, despite more than a dozen 'Hostile Takeover' attempts. How they do this is as shrouded in mystery as it is rumor and gossip. It is said that they have spies within all the other major *Corps*, it is said that they have their own crack assassination team to take care of errant scientists. No one knows, or if they do they sure aren't around to tell the story. They also control virtually all the interstellar banking since their currency is the only one in existence that is universally accepted.

THE UNION:

The various unions and their parent organization, the Galaxy Workers Alliance, are a powerful force within the structure of the corporate worlds. The GWA is virtually another *Corp* with its level of power. It has been due to pressure brought to bear by the GWA that Betas have been granted more rights over the last 40 years. If some of the GWA hierarchy has its way they will be granted full human status and union membership.

The unions are still upset over the introduction of Betas in the field of planetary exploration and justification, it feels that this was little more than a union busting technique on the part of the *Corps*, since it was unionized workers that the Betas replaced. The *Corps*, however feel that it was the union which was at fault, driving wages and survivors' benefits so high as to make the use of union *Justifiers* not cost efficient. It is the union that has raised questions about how a technology as advanced as that used to create Betas managed to sweep through all the *Corps* so quickly. This is especially odd if, as the *Corps* argue, there was no collusion on their part.

Be that as it may, few of the humans who work at any level, other than corporate management, do not belong to a union of some kind.



TRANSMATT TECHNOLOGY:

The backbone of the Corporate expansion of the 23rd and 24th century is the *TransMatt*, short for *Transmission of Matter*. Late in the 20th century the idea was developed that if it is possible for certain energy forms to travel at, or beyond the speed of light, then matter could be converted into one of those forms of energy and directed to a pre-determined location. Solving the problem of faster than light travel.

It took a relatively short period of time for scientists to develop this from a theory into a working principle. It did, however have some major drawbacks; firstly a receiving station was needed in order to keep your molecules from re-integrating into the molecules of the surrounding air or earth. If re-integration with surrounding molecules should occur, a devastating explosion results.

Secondly; there were size and mass limitations and energy requirements to overcome. Though the energy problems were later solved, the mass that can be safely transmitted is still restricted and the size of a maintainable portal is only 20 feet square, no bigger, no smaller.

In addition it seems the *TransMatt* device is limited in range to 6 light years. This would have made expansion extremely slow were it not for the seeming abundance of earth-type worlds within our quadrant of the galaxy. Time spent in transit is approximately 1 month for each light year, subjective. In other words if you left earth for Alpha Centuri it would take you 3.5 light years to get there and 3.5 to get back. Upon your return seven months would have passed on earth, although the process would have seemed instantaneous to you.

Then there was the problem of "blind beaming", that is beaming without a receiving station. Of course military application was limited if the enemy already knew where you'd be landing; but more importantly for exploration, if you can't go where you haven't been before it limits the range of possibilities.

Originally the idea was to use slow ships for exploration and *TransMatt* stations to receive colonists. This idea was abandoned in favor of blind beaming a shuttle ship directly into orbit once a suitable target had been found using radio and optical telescopes. A team of specialists would be on board who would justify and pacify the planet and prepare to receive colonists by constructing the *TransMatt* station. Since space is mostly that...space...the dangers in blind beaming would be minimized.

Certain problems still exist, however and certain dangers. The most pressing problem is that while objects can be *TransMatted*, communications transmissions cannot. For explorers this means that they are completely out of touch for the time it takes them to construct a portal on their end.

BETAS:

To deal with the dangers of exploring new worlds the *Corps* developed the *Justifiers*. These were originally highly trained human explorers equipped to deal with the dangers of unknown and potentially hostile environments. However, the original estimates of the dangers of planetary exploration proved woefully inadequate, just as the original estimates of the number of habitable worlds proved far too small. One theory to account for this is that at one time there was a highly advanced race with biological needs similar to ours who inhabited much of this quadrant of the galaxy. These aliens, known in *Corp* slang as the *Ancients*, terraformed many otherwise inhospitable worlds to fit their needs. This seems to be substantiated by the ruins and artifacts, many obviously related, found on different worlds. It is further substantiated by the presence of so many primitive humanoid tribes, most with obviously similar genetic origins, on so many worlds.

An early response to the growing loss of life and material by the *Corps* was to send trained animals, with a human handler, along with the regular members of the *Justifier* team. In the early 22nd century, gene altering techniques allowed for the creation of the *Alpha Class Humanoid Construct*; animals with human intelligence, artificially created in the laboratory by introducing human genetic material into animal embryos. Though still under the command of a human team leader, they could function independently of the team for security and scout duty. In the *First Inter-Corporate War*, teams of *Alpha-humanoids* were used for sabotage work.

The ultimate development of the *Corp* gene-designers is the *Beta Class Humanoid Construct*. Fully humanoid in form, bi-pedal and bi-manual, but with the instincts and natural weapons of an animal. They can use tools have speech capabilities and are of human intelligence.

Beta-humanoids, owned by the *Corps*, took the place of human *Justifiers* thus reducing the high mortality rate and cutting costs for the *Corps*. This plan would have worked extremely well had not the *Union* intervened to have *Beta-humanoids* declared *semi-human*. Though they cannot hold managerial positions within the *Corps*, or membership in the *Union*, *Betas* have earned some right to self determination and the concept of the *Buy-Back* has been universally accepted through the *Corps*.

An unexpected side effect of the genetic manipulation of the animal embryos has been that *Betas* are able to interbreed between species, as well as with humans. The original thinking was that all *Betas* would be sterile. In about 40% of the cases this is true. In 75% of the cases where offspring are produced by cross-breeding, twins (one of each racial type) are produced. However in 25% of the cases a single 'hybrid' child is produced, having some of the characteristics of both parents and in some cases abilities possessed by neither.

The child of a *Beta* and a human is considered a *Beta* in terms of its rights and privileges. A child born to a couple where either parent is still owned by a *Corp* is considered property of the *Corp*. However, children of free *Betas* are free. In most cases the child's *Buy-Back* is simply added to the parent's.

Freedom doesn't always come easy for a *Beta* and many have gone AWOL in the past. Within most *Corps* there is a branch of the security forces that specialize in tracking down and bringing back (or in some cases eliminating) rogue *Betas*. Many of these *Trackers* are themselves *Betas*, others are *Augmented Humans*. They are uniformly ruthless and loyal to the *Corps*.



TIMELINE:

- 1999 The last of the governments of earth meets its economic end. *The Terran Trade Alliance, Inc.* manages to consolidate its hold over the last few independent Corporations.
- 2010 The first successful tests of *TransMatt Technology* and the development of plans to expand mankind to the stars, under the control of the TTA.
- 2025 The planting of the TTA flag on Alpha Centauri. The first colony is now in place.
- 2077 **The Cetan Rebellion.** *Tau Ceti Prime* is declared an independent Corporation. The discovery of the first of the *Ancients*' artifacts.
- 2155 Hostile Takeovers and mergers increase. The GWA is founded by the merger of three of earth's former trade unions.
- 2165 The GWA manages to consolidate its hold by absorbing the last few colonial unions. The introduction of *Alpha-Humanoids*.
- 2201 **The First Inter-Corporate Wars**, set off by the TTA destruction of the *TransMatt Technologies* facilities and scientific brains. The TTA renames itself *Terran TransMatt Specialties* and re-opens for business.
- 2203 Relative calm returns to the known galaxy as *TTMS* establishes itself and its currency as the ultimate power within the corporate structure.
- 2281 The introduction of *Beta* technology and the replacement of the unionized human *Justifiers* with company owned *Beta-humanoids*.
- 2305 **The Second Inter-Corporate War**, with which came the introduction of the **Augmented Human**, a genetically superior, superhuman soldier.
- 2308 *Betas* and some aboriginal tribes granted semi-human status by the *Corps*. The *Buy-back* principle established.
- 2311 Today.

CHARACTER GENERATION



ATTRIBUTES & STATISTICS:

In the *Justifiers* game system we use seven randomly generated numbers to represent a being's innate physical and mental abilities; these are called **Attributes**. We then use a mathematical formula to generate still more numbers to represent aspects of these *Attributes*; these are called **Statistics**.

For the **ATTRIBUTES**, roll D100, seven times and place as you wish; one score can be discarded and raised to 65 automatically.

Strength (Str)
Dexterity (Dex)
Constitution (Con)
Intelligence (IQ)
Wisdom (Wis)
Agility (Agl)
Presence (Prz)

STRENGTH:

The *Strength* score is used to determine how well you can perform feats of strength. Use the following chart to determine common feats:

Str in lbs = carry
Str x 5lbs = lift
Str x 10lbs = drag
Strength/5 in feet = jump
Strength in ft = throw

DEXTERITY:

The *Dexterity* score represents your quickness and your hand-to-eye co-ordination. It affects your ability to manipulate tools, or hit with your fists or a weapon.

CONSTITUTION:

This is the amount of debilitating damage that a body can suffer before death occurs. It is a combination of health, stamina and willpower. When a character's *Con* reaches 0 he is dead.

INTELLIGENCE:

This represents your ability to learn, to memorize facts and absorb knowledge and skills. It affects the type of Career Class and the level at which you begin new skills.

WISDOM:

Wisdom differs from *Intelligence* in that it doesn't so much relate to knowledge as to sense. High *Wisdom* reflects an ability to understand, the ability to extrapolate and go beyond what you've learned. It is used to determine your ability to figure out the function of an alien artifact, or detect an ambush.

AGILITY:

A person's ability to move their entire body with grace and speed. The sense of balance and co-ordination. It serves to determine your ability to dodge, or take a fall. Combined with *Dexterity*, it affects the speed at which you can move.

PRESENCE:

A combination of an individual's personal charisma and good-looks. People with high *Presence* are more likely to convince others to do their bidding, or get a date.

For the STATISTICS use the formula at the right.

Mental Strength (MS)	(IQ+WIs)+ D10 per level
Body (Bod)	(Con/10 + D10 per Level)
Resilience (Res)	[(Str + WIs)/10]+ D10 per level
Base Speed (Spd)	(Agl + Dex)/10
Base Skill Level	(Int/10)%
Base to Strike	(Dex/3)%
Damage Bonus (DB)	(Str/10)

MENTAL STRENGTH:

This statistic reflects a person's willpower: how strong their mind is, both in defending and attacking with psionics (see *PSIONICS*). Think of *Mental Strength* as you would *Constitution*. It reflects the amount of damage your mind can take.

BODY:

This is how much punishment your body can take before it becomes debilitating. Like a boxer who takes several punches before he really begins to feel them. When *Bod* is used up, damage is taken to *Con*.

RESILIENCE:

This stat relates to *Mental Strength* in the same way that *Body* relates to *Constitution*. It is how much non-debilitating damage your mind can take.

SPEED:

Your *Speed* is used to determine two things. How far you can move in a single Melee Round (see *COMBAT*), and how fast you can move at a dead run. Running is *Speed* in miles per hour. Movement per Melee is *Speed* in feet.

BASE SKILL LEVEL:

This statistic is used in figuring your skill percentages. Every skill a person has or will ever have in the game, begins at this percentage. Skills are then adjusted by *Career Bonuses* and *Experience*.

BASE TO STRIKE:

This is your base percent chance to hit with any weapon.

DAMAGE BONUS:

This is the base damage that you do with any weapon wielded by hand, does not include weapons that strike at a distance.

PSIONICS

Psionics are the powers of the mind. These powers draw off your *Mental Strength*. Therefore, as you use Psionic Talents you become more vulnerable to them at the same time.

When using a Psionic Talent against a resistant target you must first add your *Resilience*, and a D100 roll. If the result is higher than the target's *Resilience* your attack is successful. This is called a 'Break Will,' and is not required with talents that do a physical attack. Only for a successful attack do you subtract *Mental Strength* at the rate indicated for the talent.

In the case of attacks against computers and other artificial intelligences figure the *stats* for the AI as you would for a character, but don't waste time on *stats* that won't be used (such as *Dex*). Computers *may* have Psionic talents.

The base chance of *Psionics* for all player characters is 5%. The number rolled at 5 or below is the number of *Psionic* talents. Roll D10 on *Psionics* chart below for each skill, duplications roll again:

1)Telepathy:

Mind to mind contact, reading the thoughts of another. 1MS per second of contact for willing. For an unwilling, sentient target perform a *Break Will*, then expend an additional 1MS per second of contact. If the target mind has a sufficiently higher *Resilience* as to not be overcome the user loses 1/2 their total *Resilience* and becomes vulnerable to a counter attack if the target is a *psionic*.

2)Telekinesis :

The ability to manipulate solid objects with the power of the mind.1MS per pound of object times (yards moved vertically plus yards moved horizontally). (Minimum is one yard)

3)Teleport :

The ability to travel by psionic means from one place to another.1MS per pound teleported to anyplace that the teleporter has been before. Takes 1 minute to prepare for each 5 miles teleported, during which time the user is entranced and incapable of any movement or action. Distance is limited to MS in miles. Only an entire object or person can be teleported, not an attached part without the whole. Only organic or high carbon items may be teleported. Carbide weapons will teleport, but most ammunition and other metallic objects will not.

4)Psi-Blast :

A mental fist. At 1MS per point of damage inflicted, the effects are identical to a physical attack since the user is drawing on psionic energies to form atoms of the surrounding atmosphere into a solid block of invisible force. Unusable in a vacuum. See combat.

5)Pyrochokinesis :

The ability to start fires with mental energy. 1MS per point of damage inflicted to inanimate objects only. Cannot be used against still living tissue, but can be used against weapons, clothing, armor, etc. of the victim. Treat as a physical attack on any flammable substance.

6)Cyberpathy :

Acts the same as telepathy, but only works with computer or artificial intelligences. Will allow the Cyberpath to control the computer-treat as a 'Break Will'.

7)Psychic Healing :

Using the mind to heal physical damage. 1MS per point of damage healed. Requires 1 minute to prepare for each 10 points of healing, but healing is instantaneous.

8)Animal Control :

The ability to control the minds of animals. 1MS per minute of control. Must perform 'Break Will' allows the user to see, feel and hear everything the animal is experiencing. There is a 1% cumulative chance per use that contact will become permanent. 50% base chance that power will work with an alien animal never before encountered, but once the possibility of contact has been established it always remains the same for the individual user. Not possible to use with sentient creatures.

9)Danger Sense :

Automatic ability to sense impending danger- 10 MS per use. GM controlled works 50% of the time unless definite ill will is present, it then works 99% of the time. For example, if a rock is about to fall no ill will is present, but if that same rock is being pushed by someone or something, then ill will is present. Cost is for successful use only.

10)Body Control :

Allows the user to increase one attribute score temporarily. 1MS per point of increase x rounds maintained.

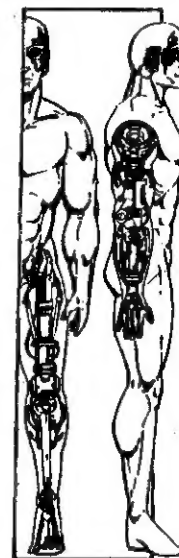
REGENERATION:

As you go through the adventure you will lose *Constitution* and *Body* in the course of combat (see COMBAT). As you heal (assuming you survive) you will regain Con and Bod at the rate of 2D10 per day. In using *psionics*, in being stunned, or mentally attacked you will lose *Mental Strength* and *Resilience*. Regeneration is 2D6 per day for MS and Res.

Successful medical treatment can aid in Regeneration. Add an additional 1D6 of *Regeneration* to *Constitution* and *Body* for successful treatment. Modify according to the conditions under which treatment was administered. Additional modifiers for such things as infection and surgical complications can be used at the GM's discretion.

CYBERNETICS:

Cybernetics, or cyber-replacements, involve the replacement of existing body parts with mechanical ones due to injury or illness. It is suggested that for catastrophic injuries, or when the injuries have gone without treatment for an extended period, the GM roll on the following table to determine what limbs or other functions the victim may have lost. For those players who wish to have cybernetic replacements to begin the game they may, at the GM's discretion, choose what replacement parts they want. Regardless, the cost of replacement parts will be added to the player's *Buy-Back* (see *Buy-Back*). Persons with cyber-replacements will automatically receive the skill *Cybernetics Technology* at a bonus of +20%. Roll 2D10 and add the result.



- 2 left leg
- 3 right leg
- 4 both legs
- 5 left arm
- 6 right arm
- 7 both arms
- 8 left eye
- 9 right eye
- 10 both eyes
- 11 left hand
- 12 right hand
- 13 both hands
- 14 left ear
- 15 right ear
- 16 both ears
- 17 both eyes & both ears
- 18 both legs, both arms & both hands
- 19 both arms & both hands
- 20 everything

Individual cyber-replacements have their own *Attributes* and *Statistics*, which supercede those of the user. Some also have traits which may or may not be available under normal circumstances. Listed below are the descriptions of each cyber-replacement.

Eye:

The eye has infra-red night vision. This means that it can see heat patterns, even in the pitch dark. It also has a telescopic function identical to the telescopic sight listed in the *Equipment* section, all functions are identical. Cost: 25000C.

Ear:

The ear will allow the user a 50% track by hearing skill for anything within a range of 2 miles. Cost: 25000C

Hand:

The hand has a Strength of 100, a Dexterity of 65 and a Body of 75. When its body is depleted, through injury or attack, it is non-functional. The strength listed would apply to grip only, it would not increase a person's Damage Bonus. A hand may be replaced without an arm, but not vice versa. Cost: 50000C.

Arm:

The arm has a Strength of 100 and a Body of 75. This would allow a person to increase their Damage Bonus, if their natural Strength was less than 100, but only with weapons used by that arm. Cost: 75000C.

Leg:

The leg has a Strength of 100, a Body of 75 and a Speed of 50. The Strength would apply only to lifting, and the Speed would only be usable if both legs were cyber-replacements. If not the slower leg would be ripped out of its socket while running. Cost: 100000C.



BETA RACIAL TYPES:

Most *Justifiers* are *Beta-Humanoids*. That is, they are artificially constructed beings, part animal and part human (see *Beta-Humanoids*). All have distinct characteristics from their root animals, but are bipedal and bimanual. Listed below are the racial modifiers to be applied to your *Attributes* and *Statistics* according to root animal.

Due to the variation of racial types the sizes of Beta Humanoids can vary anywhere from 3 to 9 feet. Gear specially constructed for one racial type (such as E-Suits) are unusable by many other types. Obviously larger root animals lead to larger *Beta-humanoid* types.

Where more than one Speed is listed (as Speed 20/50 for the Otter), the second speed is for movement in the creature's secondary element (such as water for the Otter or through trees for the Monkey).

When club is listed under natural weapons it refers to hooves in hoofed *Beta-Humanoids* and tails in tailed *Beta-Humanoids*.

Albatross:

armor: Lt Hide speed: 10/50 attribute modifiers: Con+10 Str+30 Dex+40

Flight (miles in Strx2)

natural weapons: 1 bite (small)

Armadillo:

armor: Plate speed: 10 attribute modifiers: none

natural weapons: none

Badger:

armor: Hv Fur speed: 40 attribute modifiers: none

natural weapons: 1 bite (small) 2 claw (large)

Track by scent 70%

Bat:

armor: Lt Hide Speed: 10/35 attribute modifiers: Sonar (200yd. range)

Flight (Miles in Str) natural weapons: 1 bite (small)

Track by hearing 70%

Bear (Black, Brown, Grizzly):

armor: Hv Fur speed: 20 attribute modifier: Str+40

natural weapons: 1 bite 2 claw (both large)

Track by scent 35%

Bear (Polar):

armor: Hv Fur speed: 35 attribute modifiers: Str+45 Swim 99%

natural weapons: 1 bite 2 claw (both large)

Track by scent 50%

Bighorn Sheep:

armor: Hv Hide speed: 50 attribute modifiers: Str+20 Agl+30 no negatives for rocky terrain.

natural weapons: 1 horn (large) 2 clubs (small)

Bison:

armor: Hv Fur speed: 50 attribute modifier: Str+45 Con+30

natural weapons: 1 horns (small) 2 clubs (large)

Bloodhound:

armor: Lt Hide speed: 15 attribute modifiers: none

natural weapons: 1 bite (small)

Track by scent 99%

Cheetah:

armor: Lt Hide speed: 60 attribute modifiers: Agl+20 Dex+25

natural weapons: 1 bite (large)

Track by scent 30%

Falcon:

armor: Lt Hide speed: 30/100 attribute modifier: Con-10
 Flight(miles in Str) natural weapons-1 bite(large) 2 claws(large)

Fox:

armor: Lt Hide speed: 40 attribute modifiers: Agl+25 Dex+15
 natural weapons: 1 bite (small) Track by scent 80%

Gazelle:

armor: Lt Hide speed: 70 attribute modifiers: none
 natural weapons: 1 horn (small) 2 clubs(small)

Gila Monster:

armor: Hv Hide speed: 20 attribute modifier: Str+20
 natural weapons: 1 bite (small)+ poison (D6/rd) Track by scent 40%

Gorilla:

armor: Hv Fur speed: 25 attribute modifiers: Str+50 Con+15
 natural weapons: 1 bite(large) Track by scent 50%

Hog:

armor: Hv Hide speed: 30 attribute modifiers: Str+10 Con+25
 natural weapons: 2 bite(large) 2 club(small)

Komodo Dragon:

armor: Hv Hide speed: 30 attribute modifiers: Str+20
 natural weapons: 1 bite(large) 1 club(large) Track by scent 65%

Mantis:

armor: Chitin speed: 40 attribute modifiers: Str+25 Jump Str in feet
 natural weapons: 1 bite(small)

**Monkey:**

armor: Lt Fur speed: 35/50 attribute modifiers: Agl+25% Dex+25% Climb 99%
 natural Prehensile tail acts as third hand at 1/2 Dexterity.
 weapons: 1 bite(small) Track by scent 50%

Otter:

armor: Lt Hide speed: 20/50 attribute modifiers: Dex+15 Swim 99%
 natural weapons: 1 bite(small) Track by scent-45%

Owl:

armor: Lt Hide speed: 20/75 attribute modifiers: Con-10 Str+20 Nightvision
 Flight(Str in miles)
 natural weapons-1 bite (small) 2 claws(large) Track by Hearing: 80%

Panther:

armor: Lt Hide speed: 50 attribute modifiers: Agl+25 Str+15
 natural weapons: 1 bite(large) 2 claw(large) Track by scent 70%

Raccoon:

armor: Lt Hide speed: 35 attribute modifiers: Dex+35 Climb 75% Nightvision
 natural weapons: 1 bite 2 claw(both small) Track by scent 30%

Rhino:

armor: Plate speed: 20 attribute modifiers: Con+30 Str+50 Int-20
 natural weapons: 1 horn(large) 2 club(large)

Sea Lion:

armor: Lt Hide speed: 25/70 attribute modifiers: Dex+10% Agl+20% Swim 99%
 natural weapons: 1 bite (small) Track by scent (&underwater)- 45%

Tiger/Lion:

armor: Hv Hide speed :30 attribute modifiers: Str+20 Con +25 Swim 99% (tiger only)
natural weapons: 1 bite(large) 2 claw (large) Track by scent 50%

Turtle:

armor :Plate speed: 5 attribute modifiers:amphibious Str+40
natural weapons: 1 bite(small)

Wolf:

armor: Hv Hide speed : 30 attribute modifiers: Str +15 Agl +25 Nightvision 40%
natural weapons: 1 bite(large) Track by scent 70%

HUMANS:

No ordinary human in their right mind would be a *Justifier*, it's just too dangerous. However, criminals are sometimes sentenced to *Justifier* duty for the same number of years they would have served in a prison. During this time their pay is held in trust with the exception of a small allowance to purchase personal items. They are not allowed to own weapons. Seldom are they used in positions of authority and it is unlikely that they would be put into Security. To further insure that they remain within the jurisdiction of the Corporation, many are implanted with small explosive devices, usually in the skull. The trigger mechanism for this device has a range of several miles, more when keyed to the communications satellite. The trigger is in the custody of either the Security Officer or the Commander at any given time and the individual criminal has no idea which.

There are also *Augmented* humans; genetically altered human soldiers from the Corporate Wars a few years back who were unable to assimilate into normal society. A number of them have become *Justifiers* either by volunteering or by being sentenced for violent crimes.

Lastly a number of the Heavy Gravity planets hire out their services as *Justifiers*. It beats slaving in the corporate mines of most of those worlds. Virtually all of the *Heavy-G* humans are volunteers, though as much as 1/2 their pay goes into their homeworld's treasuries as taxes.

Human:

armor: Lt Hide speed: 15 attribute modifiers- Int+20
natural weapons: none

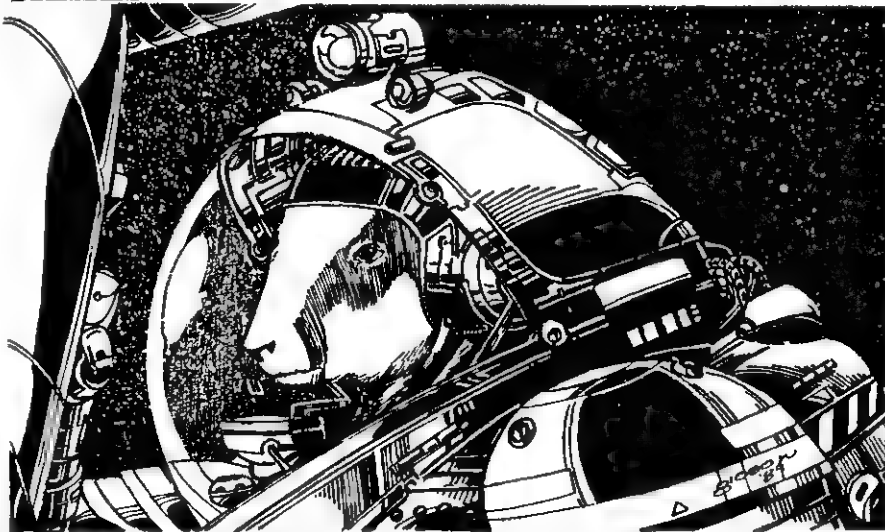
Augmented Human:

armor: Hv Hide speed: 30 attribute modifiers: Str+20 Dex+20 Prz-20
Nightvision (same as eye in Cybernetics)
natural weapons-none

Heavy-G Human:

armor: Lt Hide speed: 10 attribute modifiers: Str+30 Con+20
natural weapons: none

SKILLS



SKILL USE & CAREER CLASSES:

The Justifiers RPG is a skill based system. Like most skill based systems it relies on Career Classes to determine a character's fundamental skills. In *Justifiers* we have four Career Classes and specialties under each of the general classes that amount to a total of nine career choices. In addition to the Career Class skills, the character also gets Basic Training skills, Cross-Training, and certain Elective skills. Each skill begins at a certain percentage, plus your Base Skill Level, unless otherwise indicated.

Each character class has a prime requisite. This a minimum attribute score for what are considered the most important attributes for a particular class. No one without the minimum attribute score in a Career Class may choose to play that Career Class, or take Cross Training from that Career Class.

The Career Classes are Field Scientist; with Life Sciences, Social Sciences and Planetary Sciences specialties; Field Engineer; with Electrical and Mechanical Engineering specialties; Field Operative, which has the Scout, Security and Pilot specialties, and Field Doctor.

To determine a character's success at a task for which there is a skill, have them roll D100 at or below their skill percentage. Use whatever modifiers are appropriate. An unmodified roll of 100 is always a failure and an unmodified roll of 01 is always a success. Unless otherwise indicated any character attempting a task requiring a skill he does not have has a minus 50% chance to accomplish that task and may use his Base Skill Level only for the roll.

FIELD SCIENTIST:

Within this category are the people who concentrate on learning about a planet from a

scientific point of veil. They classify, analyze and debate the function of every aspect of the world and its life forms.

Life Sciences Specialist:

This character studies the life of the planet and its complex eco-structure. A combination of biologist and ecologist it is up to him to determine the nature of each link in a planet's life cycle.

Planetary Sciences Specialist:

Geologist, map maker and meteorologist. The *Planetary Scientist* studies the effects of the forces of nature and the planet's mineral and structural composition.

Social Scientist:

Studies the world's sentient inhabitants, if it has any, extant or otherwise. Often along, "just in case". Will also act as the psychologist for the *Justifier* team working in concert with the *Field Doctor* to determine the nature of possible mental instabilities in the group.

FIELD ENGINEER:

A handy person to have around. This character can repair or build just about any piece of equipment necessary to the team's function. Also works in tandem with the other team members to construct the *TransMatt* gate which will take them all home.

Electrical Engineering Specialist:

This character concentrates on the complex electrical systems so important to a technologically based culture. Can repair or build most of the communication, computer, etc...systems around.

Mechanical Engineering Specialist:

This character, like his counterpart is a tinkerer, but unlike the *Electrical Engineer*, the *Mechanical Engineer* is more likely to get his hands dirty. He repairs and build the mechanical systems, from hydraulic cooling systems to the power plants of the vehicles.

FIELD OPERATIVE:

The *Field Operative* is the person who has no real function outside of the field. Someone who



works in a special way toward the welfare and protection of the team.

Scout:

The Scout's function is unique. He incorporates some of the functions of the *Field Scientist* and many of the abilities of the *Security Officer*. He is the team survivalist, able to cope with any environment, make maps, judge terrain and lead "away teams" when necessary. In many ways the most valuable member of the team because his job is to be alert for dangers, keep the rest of the team alive, and get them back to the base camp when away.

Security:

This is the grunt, the gun-bunny, usually the strongest and best equipped to handle a fight. He's a weapons expert and something of a spy (usually for the Corporation), alert for trouble from within the team as much as from without.

Pilot:

If it has wheels, tracks, wings, or fins he can pilot it. He's the all purpose hot-shot speed jockey. Often having some of the mechanical skills of the *Mechanical Engineer* as well.

FIELD DOCTOR:

Not the pretty kind of medicine that is practised in most hospitals, but what he lacks in facilities the *Field Doctor* more than makes up for in skill. Also, in the case of injuries too severe to be treated in the field, there are cryonic suspension tubes available to store the injured party until better treatment can be sought out.

BASIC TRAINING:

The following skills are automatic to every *JUSTIFIER* regardless of *Career Class*. Be sure to add *Base Skill Level*.

BASIC MATH	50%
COMMUNICATOR OPERATIONS	15%
COMPUTER OPERATIONS	15%
E SUIT OPERATIONS	25%
EMERGENCY E SUIT REPAIR	20%
FIRST AID	15%
HAND TO HAND COMBAT	15%
NAVIGATION	15%
PILOT GROUND VEHICLE	15%
PROJECTILE WEAPONS (HAND)	15%
SCANNER SYSTEMS OPERATIONS	25%
SPEAK NATIVE	75%
TRANSMATT OPERATIONS	25%
READ & WRITE NATIVE	75%
ZERO-G TRAINING	15%

CAREER CLASS TRAINING:**FIELD SCIENTIST** (Minimum Attribute scores: IQ-65)*Life Sciences Specialist*

ANALYTICAL CHEMISTRY	15%
AQUATICS	20%
BIOLOGY(marine)	25%
BOTANY	25%
CHEMISTRY	20%
ECOLOGY	25%
SURVEILLANCE	10%
ZOOLOGY	25%

Planetary Sciences Specialist

AQUATICS	15%
CARTOGRAPHY	20%
CHEMISTRY	20%
DEMOLITIONS	10%
GEOGRAPHY	25%
GEOLOGY	25%
GEOMORPHOLOGY	15%
METEOROLOGY	20%
PHOTOGRAPHY	15%

Social Sciences Specialist

ANTHROPOLOGY	25%
ARCHEOLOGY	25%
CRYPTOLOGY	10%
HISTORY	25%
INSTRUCTION	5%
LINGUISTICS	15%
PSYCHOLOGY	10%
SOCIOLOGY	10%

FIELD ENGINEER (Minimum Attribute score: IQ-65 Dex 50)*Electrical Engineering Specialist*

ADVANCED MATHEMATICS	20%
COMMUNICATOR TECHNOLOGY	25%
COMPUTER PROGRAMMING	25%
COMPUTER TECHNOLOGY	25%
ELECTRONIC DIAGNOSIS	20%
FUSION TECHNOLOGY	20%
LASER TECHNOLOGY	15%
MICROELECTRONICS	15%
ROBOTICS	10%

Electrical Engineering Specialist (Continued)

SCANNER SYSTEMS TECHNOLOGY	10%
SOLAR TECHNOLOGY	15%
TRANSMATT TECHNOLOGY	25%

Mechanical Engineering Specialist

ADVANCED MATHEMATICS	15%
AIRCRAFT TECHNOLOGIES	20%
DEMOLITIONS	15%
FABRICATION	20%
FLUID SYSTEMS	25%
GROUND VEHICLE TECHNOLOGIES	25%
MECHANICAL DIAGNOSIS	30%
METALLURGY	25%
MICROELECTRONICS	15%
ROBOTICS	10%
STRUCTURAL ENGINEERING	25%

FIELD OPERATIVE**SCOUT** (Minimum Attribute scores: Dex-65 Wis -50)

CARTOGRAPHY	25%
ARCTIC SURVIVAL	20%
DESERT SURVIVAL	20%
FOREST/JUNGLE SURVIVAL	20%
IMPROVISED/PRIMITIVE WEAPONS	20%
MARTIAL ARTS	5%
SURVEILLANCE	20%
HAND WEAPONS	20%
BEAM WEAPONS	20%
HOSTILE ENVIRONMENTS	15%
TRACKING/TRAPPING	15%

SECURITY (Minimum Attribute Scores: Str-65)

INTERROGATION	25%
MARTIAL ARTS	20%
HAND WEAPONS	20%
PROJECTILE WEAPONS	
(RIFLES & SHOTGUNS)	20%
BEAM WEAPONS	20%
HEAVY WEAPONS (BEAM)*	15%
WEAPONS TECHNOLOGY (PROJECTILE)	15%
WEAPONS TECHNOLOGY (BEAM)	15%
NUCLEAR WEAPONS TECHNOLOGY*	20%
PROJECTILE WEAPONS (HEAVY)	20%

SECURITY (Continued)

SECURITY SYSTEMS	15%
SURVEILLANCE	25%
ELECTRONIC COUNTER MEASURES	15%
CRYPTOLOGY	25%
VEHICLE MOUNTED WEAPONS	10%

* can't cross train

PILOT (Minimum Attribute scores: Dex-50 Agl-50)

ADVANCED NAVIGATION	25%
PILOT HOVER CRAFT	20%
PILOT AIRCRAFT/SUBMERSIBLE	20%
AIR TO AIR COMBAT	15%
COMBAT DRIVING	15%
VEHICLE MOUNTED WEAPONS	20%
METEOROLOGY	10%
GROUND VEHICLE TECHNOLOGY	10%
AIRCRAFT TECHNOLOGY	10%
ADVANCED ZERO-G TRAINING	15%

FIELD DOCTOR (Minimum Attribute scores: IQ-75 Wis 65)

PHARMACOLOGY	25%
PATHOLOGY	25%
MEDICAL TECHNOLOGY OPERATIONS	20%
INTERNAL MEDICINE	20%
SURGERY	25%
TRAUMA TREATMENT	25%
PSYCHOLOGY	15%
ORTHOPEDICS	15%
CYBERNETIC TECHNOLOGIES	10%
ADVANCED FIRST AID	20%

CROSS-TRAINING SKILLS:

Take 1D10 in cross training. You can cross-train from as many different *Career Classes* as you are allowed by *Attribute* and the chart below. You begin these skills at your *Base*



Skill Level only, without the *Career Class* bonuses listed. Where *Cross-Training* is not possible additional *Elective* skills may be taken. Only the following *Career classes* can cross-train:

SCOUT to *SECURITY* (and vice versa)

All *ENGINEER SPECIALTIES* to each other

All *FIELD SCIENTIST SPECIALITIES* to each other

FIELD DOCTOR to *SCOUT* (but not vice versa)

SCOUT to *FIELD SCIENTIST* (and vice versa)

Any *Career Class* can cross-train to *PILOT*

All *FIELD SCIENTIST SPECIALITIES* to *FIELD DOCTOR* (And vice versa)

ELECTIVE SKILLS:

Take 1D10 in Elective skills. These are skills that represent hobbies and special training not available from cross training. Begin at Base Skill Level only.

ADDITIONAL LANGUAGE-READ & WRITE

ADDITIONAL LANGUAGE-SPEAK

ADMINISTRATION

AGRICULTURE

ANIMAL TRAINING

ART*

CAROUSING

CIVIL LAW

CORPORATE STRUCTURE

CRIMINAL LAW

CUISINE

DUAL WEAPONS*

ENTERTAINER*

EXO-SKELETON OPERATIONS

HAND WEAPONS (ANCIENT)

HAND WEAPONS (TWO HANDED)

HEAVY WEAPONS (ANCIENT)

MINE ENGINEERING

MOUNTAIN CLIMBING

PHILOSOPHY

PHOTOGRAPHY

PHYSICS

PICK POCKET

PROJECTILE WEAPONS (SPECIAL)

SMUGGLING

SPORTS*

SUBDUING

SWIMMING

THROWN WEAPONS (HAND)

*list specific type, may be taken more than once.

SKILL DEFINITIONS:

Additional Language-Speak:

The study of the spoken form of a foreign or alien tongue.

Additional Language-Read & Write:

The study of the written form of a foreign or alien tongue.

Administration:

The ability to successfully deal with the Corporate or Governmental bureaucracies.

Advanced First Aid:

May be added directly to the skill First Aid. See Basic Training.

Advanced Mathematics:

The ability to do complex mathematical computations. May be added directly to Basic Math for most computations.

Advanced Navigation:

May be added directly to Navigation skill. See Basic Training.

Advanced Zero-G Training:

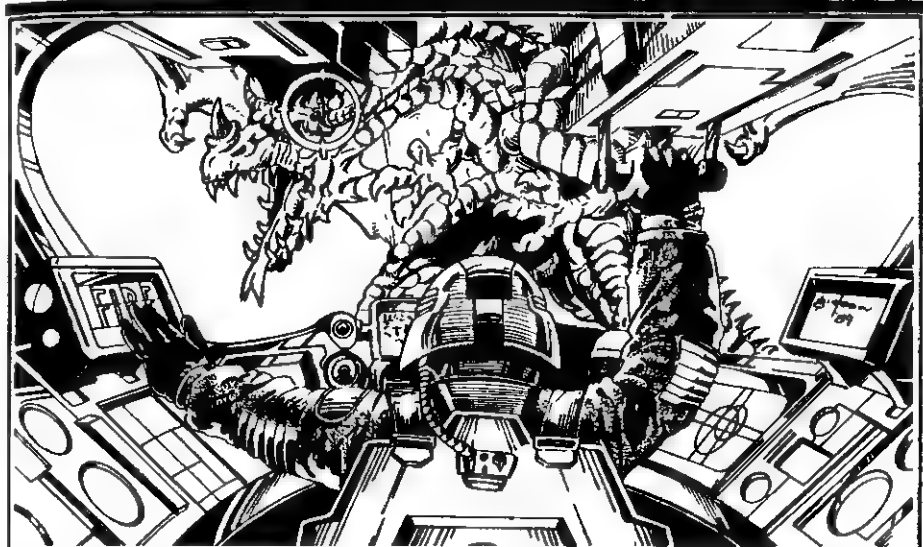
May be added directly to Zero-G Training skill. See Basic Training.

Agriculture:

The ability to judge the quality and type of food grown from the land. Also the skill to cultivate those food.

Aircraft Technologies

The understanding and repair of the operating mechanical devices and power plants of aircraft.



Air to Air Combat:

Added to Pilot Aircraft skill for success of maneuvers in combat, at high speeds or when unsafe.

Analytical Chemistry:

Whereas Chemistry is the knowledge of how to put things together, Analytical Chemistry is the knowledge of how to take them apart. Used to determine a character's ability to understand the chemical composition of a compound and how to re-create that compound. May be added to Chemistry for most simple analyses.

Animal Training:

The ability to train animals, including alien ones. The usual training involves affection training and reward training. Both techniques involve a long period in which to win an animal's confidence. Roll vs this skill once each week to determine if the animal's confidence is won, then roll once each week to determine whether or not a particular behavior has been taught the animal. The player must specify the behavior in advance and cannot teach more than three at once.

Anthropology:

The study of living, though often primitive cultures. Use to determine the success of a character at dealing with aboriginal cultures, recognizing important cultural traits, etc.

Aquatics:

The use and routine maintenance of underwater equipment. Use to determine a character's success with diving equipment or to determine the chance of emergency repairs while under water. Includes the skill, *Swimming*.

Archeology:

The study of the relics of past civilizations. Use to determine a character's ability to understand artifacts, to locate additional artifacts, to identify cultures, etc...

Arctic Survival:

The ability to survive, find shelter and food in an arctic environment. Use to determine a character's success at existing under primitive conditions in the cold.

Art:

Another generic category which can pertain to any activity which the GM considers art. Must be a visual art and not a performing art. This skill may be taken more than once to get additional artistic skills.

Astronomy:

The study of the stars. May be averaged with *Navigation* to navigate by the stars.

Basic Mathematics:

2+2=4, 4+4=8. Ah, you get the idea. Use to determine a character's ability to perform simple mathematical problems with accuracy.

Beam Weapons:

The ability to effectively use and maintain beam weapons such as lasers and stoppers. May also be used to determine the knowledge of weapon quality.

Biology (marine):

The study of plant and animal life as it lives underwater. Use to determine a character's success at identifying and classifying marine life.

Botany:

The knowledge and study of plants. Use to determine a character's ability to identify and classify plant-life, their function, toxicity, etc...



Carousing:

A loosely defined skill involving such things as gambling, success with the opposite sex, etc... This skill may be averaged with *Presence* to determine success where other characters are concerned.

Cartography:

The science of making maps. Use to determine the accuracy and detail of a character's maps.

Chemistry:

The study of how elements interact to form compounds and the effects of those compounds on other compounds and their environment. Use to determine a character's ability to formulate substances and predict their effects.

Civil Law:

The knowledge of the law as it pertains to non-criminal matters as well as court procedures.

Combat Driving:

Added to Pilot Ground Vehicle skill for success of maneuvers in combat, high speed maneuvers or unsafe maneuvers.

Communicator Operations:

The ability to use simple communications equipment to accomplish routine tasks. Use to determine the success of a character using a piece of equipment for the first time, adjusting frequencies, etc. The simple act of flipping a switch does not require a roll.

Communicator Technology:

The ability to understand and repair the intricate workings of communications equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs.

Computer Programing:

The ability to write and alter programs for computers. Use to determine the success of a character trying to make a computer do something it was not intended originally to do.

Computer Programming:

The ability to write and alter programs for computers. Use to determine the success of a character trying to make a computer do something it was not originally intended to do.

Computer Technology:

The ability to understand and repair the intricate workings of computer equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs.

Corporate Structure:

The ability to know who is who within a given corporation. Including how to go over someone's head.

Criminal Law:

The knowledge of the law as it pertains to criminal matters, as well as the knowledge of individual rights of the accused and of court procedures.

Cryptology:

The study of codes and cyphers. Use to determine the success of a character at understanding complex codes. May be averaged with Computer Programing for deciphering complex computer codes or with Linguistics for understanding written artifacts in an unknown language. Attempts may be made once per six hours.

Cuisine:

The ability to prepare a proper meal with flair.



Cybernetic Technologies:

The understanding and repair of cyber-replacements. Use to determine a character's success at dealing with malfunctions of cybernetic parts.

Demolitions:

The use of explosive devices. Use to determine a character's success at handling explosives, using the correct amount to ensure effect and safety, etc...

Desert Survival:

The ability to survive, find shelter and food in an arid environment. Use to determine a character's success at existing under primitive conditions in the desert.

Dual Weapons:

The ability to use two weapons, one in each hand. Must be taken with a specific category of weapon, and may be taken more than once. This skill cannot be used with weapons that require two hands to wield.

Ecology:

The study of the interrelations of all the factors within a given eco-system. Use to determine a character's understanding of how plants, animals and even weather have jointly caused certain effects over a planet's lifetime.

Electronic Counter Measures:

The ability to operate and/or by-pass sophisticated electronic surveillance systems.

Electronic Diagnosis:

Understanding the nature of problems within electrical equipment. Use to determine a character's success at correctly diagnosing a problem.

Emergency E-Suit Repair:

A character's base chance to repair any malfunction with an E-Suit while he is wearing it.

E-Suit Operations:

The ability to maneuver and use any of several types of Environment Suits, knowledge of their workings and vulnerabilities. Use to determine the success of a character in suiting-up, recognizing the quality of the equipment, locating leaks or tears, etc...

Entertainer:

Another generic category which can pertain to any activity which the GM considers a performing art. This skill may be taken more than once to get additional performance skills

Exo-skeleton Operations:

Use of the various types of exo-skeletal equipment, including the Cargo Loader and the Armored Environment Suit.

Fabrication:

The ability to make mechanical parts from their basic materials. See Mechanical Diagnosis for additional information.

First Aid:

The knowledge to treat simple injuries in the field. Use to determine the success for attempts to stop bleeding, diagnose minor illnesses, correctly treat a fracture, etc.

Forest/Jungle Survival:

The ability to survive, find shelter and food in a forested environment. Use to determine a character's success at existing under primitive conditions in the woods.

Fluid Systems:

The technology of fluid under pressure. Use to determine the success at the diagnosis or repair of such things as hydraulics, cooling systems, plumbing, etc.

Fusion:

The ability to understand and repair the intricate workings of Fusion generators and equipment with nuclear power cells. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics and for repairs.

Geography:

The study of a planet's physical features. Use to determine the character's chance of understanding a planet's topology.

Geology:

The study of rocks and minerals, their composition and probable location. It may be averaged with Geography and Geomorphology to determine the chance of finding valuable mineral deposits.

Geomorphology:

The study of the development of a planet's topology. Why its features exist the way they do.

Ground Vehicle Technologies:

The understanding and repair of the operating mechanical devices and power plants of ground vehicles, including Hovercraft.

Hand Weapons (Ancient):

The ability to effectively use and maintain ancient type Hand weapons such as knives and swords. May also be used to determine the knowledge of weapon quality.

Hand Weapons (Thrown):

The successful use and routine maintenance of any of the weapons in this category.

Hand Weapons (Two Handed):

The successful use and routine maintenance of any of the weapons in this category.

Hand to Hand Combat:

A type of shorthand martial arts similar to what most military branches teach as "Close Combat". Use with modifiers and bonuses to determine a character's success at striking an opponent while using nothing but his *Natural Weapons* or fists.

Heavy Weapons (Ancient):

The successful use and routine maintenance of any of the weapons in this category.

Heavy Weapons (Beam):

The ability to effectively use and maintain beam weapons of this type. May also be used to determine the knowledge of weapon quality. This skill is restricted to security officers only! It cannot be cross trained!!

History:

The study of past events, the causes and effects. Use to determine a character's ability to recognize historical places, dates, etc... May be averaged with Archeology to determine the culture of origin of artifacts and their significance.

Hostile Environments:

The ability to think on your feet and survive under extreme conditions, such as blizzards, sand storms, etc. May be averaged with any Survival skill at the GM's discretion.

Interrogation:

The ability to extract information from a reluctant source. May be averaged with *Presence* for the purpose of intimidation. Interrogation may be attempted only once per hour.

Instruction:

The knowledge of teaching. This skill may be used to teach any other skill that a character has at more than 70%. One attempt may be made each six months and a successful Instruction roll must be made by the teacher, as well as a successful Intelligence roll by the student. It takes one week to absorb 1% of a skill and up to 50% of the instructor's skill (not including *Base Skill Level*) may be absorbed by the pupil.

Improvised/Primitive Weapons:

The ability to manufacture crude or primitive weapons from the raw materials available. GM's option, use some common sense, if they can explain it in detail, they can build it, with or without this skill.

Internal Medicine:

The diagnosis and treatment of non-surgical diseases. Use to determine the success of treatment for such diseases.

Laser Technology:

The ability to understand and repair the intricate workings of lasers. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs. Can be used with Laser weapons.

Linguistics:

The study of language. Use to determine a character's success at deciphering an unknown language, written or spoken. May be averaged with Cryptology for deciphering written remnants. Additional attempts may be made once per six hours.

Martial Arts:

May be added directly to Hand to Hand skill for strikes, see COMBAT for more detailed information. See WEAPONS for damages.

Medical Technology Operations:

The knowledge of the use and routine maintenance of advanced medical technology, such as x-ray machines, diagnostic analyzers, etc.

Mechanical Diagnosis:

The understanding of the nature of problems with mechanical devices. Use to determine the success of a character at understanding the nature of a problem and repairing it. Can be averaged with Fabrication, to make needed parts, or with Metallurgy for to weld or otherwise attach metal parts properly.

Metallurgy:

The understanding of the strengths and uses of metals. The working of metals with equipment and welding gear. May be used to determine the quality of metals, the ability of a character to weld or combine metals, etc.

Meteorology:

The study of weather. Use to determine the success of a character's ability to predict and determine a planet's weather patterns.

Mine Engineering:

The ability to extract minerals from the ground, knowledge of minerals and types and the construction of mines. May be averaged with *Geology* to locate precious minerals. May also be used to determine the structural safety of caves and mines.

Micro-Electronics:

The understanding and ability to repair complex micro-electronic circuits. Use to determine the success of a character trying to repair anything electronic.



Mountain Climbing:

The use of techniques and equipment used in climbing mountains or other precipices.

Navigation:

The knowledge to guide a person and/or vehicle from a given point to another given point and back again without getting lost. Use to determine a character's chance of locating a place spotted from the air while walking, reading a map correctly, finding his way back to the base after an extended (24 hours or more) absence, etc.

Nuclear Weapons Technology:

The ability to effectively use and maintain projectile weapons of this type. It includes the knowledge of the workings and functions of all weapons of this type, as well as the ability to repair such weapons. May also be used to determine the knowledge of weapon quality. This skill is restricted to security officers only! It cannot be cross trained!!

Orthopedics:

The study of the treatment and diagnosis of diseases and injuries of the bone. Use to determine the success at dealing with diseases and injuries to bones and surrounding tissues.

Pathology:

The study of the nature of diseases. Use to determine the character's success at discovering the cause of an unknown disease. May be averaged with Internal Medicine or Pharmacology for developing a treatment.

Pharmacology:

The manufacture and use of medicines. Use to determine the character's success at concocting a special medicine from available chemical substances.

Philosophy:

The search for the understanding of the principles and values of reality by speculative means. May be used in determining aspects of the surrounding reality, the nature of aboriginal philosophies, etc.

Photography:

The art and science of the use of cameras and other photographic equipment, and their routine maintenance. Use to determine the success of a character's attempts to capture anything on film.

Physics:

The study of the physical laws of nature.

Pick Pocket:

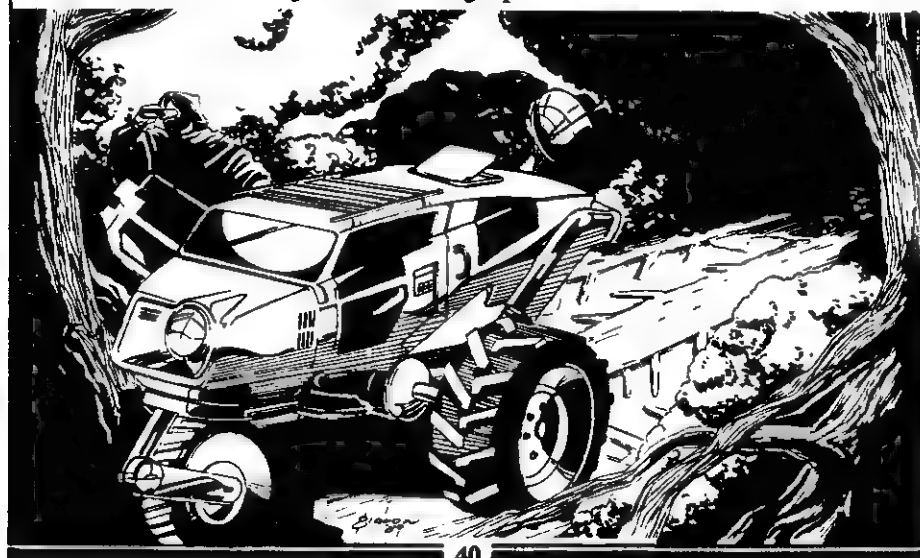
The ability to remove an item from the person of one individual by another, usually unobserved.

Pilot Aircraft/Submersible:

The ability to pilot and maneuver in three dimensions. Since these skills are basic and the various vehicles similar use the same percentage for both. Use to determine the character's ability to pilot craft of this type.

Pilot Ground Vehicle:

The ability to maneuver and control any wheeled or tracked ground vehicle under unusual conditions. Use to determine the success of a character in piloting a vehicle under unusual conditions or while making maneuvers at high speeds.



Pilot Hovercraft:

The ability to maneuver and control any Hovercraft vehicle under unusual conditions. Use to determine the success of a character in covering broken or uneven ground or while making maneuvers at high speeds.

Projectile Weapons (Hand):

The use and routine maintenance of any projectile firing weapon held and fired in one hand (See WEAPONS). Use with modifiers and bonuses to determine a successful strike with any weapon of this type.

Projectile Weapons (Heavy):

The ability to effectively use and maintain projectile weapons of this type. May also be used to determine the knowledge of weapon quality.

Projectile Weapons (Rifles & Shotguns):

The ability to effectively use and maintain projectile weapons of this type. May also be used to determine the knowledge of weapon quality.

Projectile Weapons (Special):

The successful use and routine maintenance of any of the weapons in this category.

Psychology:

The study of the workings of the mind. Use to determine a character's success at diagnosing mental illness, determining the motives of another character, etc...

Read & Write Native:

The ability to read and write in one's native language. For the most part this percentage is a measure of the vocabulary of a character. Most of us can read, some are less able to recognize unfamiliar words and their meaning, many cannot understand even simple technical terms. Use to determine a character's ability to understand written material of a complex nature. Most languages in this time are more a matter of ethnic background than country of origin since countries are an outmoded concept. Only Terran Basic, which is widely accepted as the universal Corp language, is taught to Betas. Sample languages are as follows:

French
Arabic
Ancient (written only)
English
Japanese
Cetan
Chinese
Russian
Terran Basic

Robotics:

The use and repair of robotic structures. Use to determine the success of a character at repairing any type of robotic form, including exo-skeletal structures.

Scanner Systems Operations:

The knowledge of the use and routine maintenance of any piece of equipment with the words, scanner or sensor in its name. Use to determine the success of a character in locating a known or unknown item or entity using such equipment.

Scanner Systems Technology:

The ability to understand and repair the intricate workings of scanner and sensor equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs.

Smuggling:

The practise of concealing or locating concealed, sometimes illegal, items.

Speak Native:

Use in much the same way as *Read & Write Native*, but for verbal communications.

Sports:

A generic category which can contain any sport that a GM approves. Please remember that such things as weapons skills and martial arts can be sports. This skill may be taken more than once to get additional sports skills.

Sociology:

The study of the social order. Use to determine a character's success at determining the social hierarchy in a given order, the societal consequences of actions taken by people within a society, etc.

Solar Technology:

The ability to understand and repair the intricate workings of solar power generating equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs.

Structural Engineering:

The understanding and construction of large structures such as buildings or bridges. Use to determine the success of a character trying to construct one of these structures.



Subduing:

The ability to render an opponent unconscious without doing permanent damage.

Surgery: The treatment of diseases and injuries requiring operative procedures. Use to determine a character's success at complex operative procedures. May be averaged with internal medicine for diagnostic abilities.

Surveillance:

The art of watching and not being watched. Use to determine a character's ability to observe unnoticed, also used to determine whether a character knows he is being watched.

Swimming:

The ability to maneuver successfully in deep, or rapid water. May be added where an animal type has the skill naturally. *Aquatics* includes this skill.

Tracking/Trapping:

The ability to follow the signs left by an entity after it has physically left a given spot. The art of following. May be averaged with Surveillance skill to track unnoticed. Trapping includes the skill of tracking and the use of traps to restrain life forms.

TransMatt Operations: The ability to use a fully functional *TransMatt* Receiving/Sending station. Use to determine the character's success after resetting planetary alignments, recalibrating instruments, etc.

TransMatt Technology:

The ability to understand and repair *TransMatt* equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs. Since the most complex *TransMatt* parts are sealed modules often this skill involves the replacement of a damaged part, most parts cannot be manufactured.

Trauma Treatment:

A bonus skill, may be added directly to either internal medicine or surgery where medical facilities are available, or First Aid and Advanced First Aid where they are not. Used to determine the success at treating severe injuries in the field.

Weapons Technology (Beam):

The knowledge of the workings and functions of all beam weapons as well as the ability to repair such weapons.

Weapons Technology (Projectile):

The knowledge of the workings and functions of all projectile weapons as well as the ability to repair such weapons.

Vehicle Mounted Weapons:

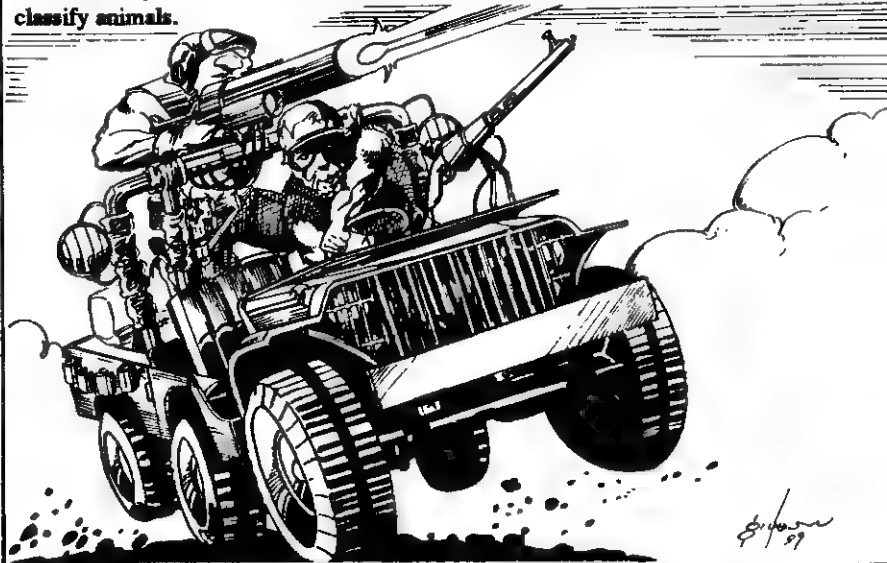
The ability to effectively use and maintain weapons of this type. May also be used to determine the knowledge of weapon quality.

Zero-G Training:

The ability to maneuver gracefully without gravity. Use to determine a character's base chance to get anywhere while in Zero-G.

Zoology:

The knowledge and study of animal life. Use to determine a character's ability to identify and classify animals.



MODIFIERS:

It's up to the GM to decide how difficult to make a given activity. GM's may modify skills or actions in any way whatsoever, so long as it is consistent with the rules and remains consistent every time that action is performed under those circumstances. Below are some of the kinds of things that a GM can use to modify a skill, or *Agility/Dexterity* roll. Remember that these are examples and may be used or not at the GM's discretion.



EXAMPLES OF SKILL MODIFIERS:

Lack of tools	-25%
Lack of materials	-20%
During combat	-35%
Hostile environment	-15%
Lack of instructions	-20%
Unfamiliar design	-15%
Alien design	-25%
Never attempted before	-25%
Running & firing a weapon	-25%

EXAMPLES OF AGL/DEX MODIFIERS:

Complex action during combat	-35%
Never attempted before	-20%
Character under a burden	- (lbs of burden minus Str)
In unfamiliar gravity	-10%
Less than 1/2 Con remaining	-50%
Loose terrain (sand/gravel)	-15%
Close terrain (trees/boulders)	-25%
Less than 1/4 Con remaining	-75%

ALL MODIFIERS ARE CUMULATIVE!

LEVELS AND ADVANCEMENT BONUSES

EXPERIENCE:

As the characters progress they will gain experience. All *experience point awards* are up to the GM, but such things as quick thinking, saving a life, or fighting off a menace are all acts that awards can be made for. Additionally a player receives 1 *experience point* for every 100C he makes at the end of a mission and 1000 *experience points* for completing a mission alive. Additional points are added immediately upon reaching a new level to a player's *Body* and *Resistance*, as well as his *Mental Strength* and a special award of *skill points* that may be divided as the player wishes to his skills.

LVL	EX POINTS REQUIRED	ADD. BOD/RES/MS	ADD. SKILL POINTS
1	100-1000	D10	D10+8
2	1001-2000	D10	D10+6
3	2001-4000	D10	D10+4
4	4001-8001	D10	D10+4
5	8001-15000	D10	D10+4
6	15001-30000	D10	D10+3
7	30001-60000	D10+1	D10+2
8	60001-100000	D10+2	D10+1
9	100001-160000	D10+4	D10+1
10	160001-235000	D10+5	D10+1
11	100000 Exp Points per level	D10+6/lvl	D10/lvl

Player also receives 1D6 in new *Elective* skills every three levels and 1D6 of new *Cross-Training* skills every five levels.



RANKS:

At each increase in level the player has a 50% chance of increasing their rank. Ranks within the Corporations are structured much as military ranks and advancement is not always based on merit. Superior officers within a Justifiers team can recommend more (or less) rapid advancement. Subversive activities, or the destruction of corporate property (whether in the line of duty or not) can all play a factor at the GM's discretion.

Scouts and *Security Career Classes* begin at Enlisted ranks and are promoted directly from Enlisted to Officer ranks without being Warrant Officers. *Enlisted* ranks are as follows:

Private
Private First Class
Lance Corporal
Corporal
Sergeant
Staff Sergeant
Master Sergeant
Chief Master Sergeant
Sergeant Major

Pilot and *Engineer Career Classes* begin at Warrant Officer rank and advance through Officer rank. *Warrant Officer* ranks are as follows:

Warrant Officer Third Class
Warrant Officer Second Class
Warrant Officer First Class
Chief Warrant Officer

Field Doctor and *Field Scientist Career Classes* begin as Officer ranks and advance as follows:

Second Lieutenant
First Lieutenant
Captain
Major
Lieutenant Colonel
Colonel
Brigadier*

*No field officer may ever rise above the rank of Brigadier.

BUY-BACK



OBLIGATIONS & BANK:

As a *Beta-Humanoid* you are owned by the corporation which spawned you until such time as you have fulfilled your obligation to them and succeeded in buying yourself back. Your amount of 'Buy-Back' is figured by multiplying 1,000,000C times 1D10.

In addition a character may have a 'Bank'. This is an amount of money saved toward the Buy-Bac. In beginning the game the player may use his 'Bank' to purchase personal equipment. The player begins the game with 1D6 times 1000 in his bank. From this bank the player may buy personal equipment and weapons.

PAY PER MISSION:

Pay per mission is figured by multiplying 1D10 by 100000C and dividing it among the crew as follows:

- 35% for the Commanding Officer.
- 35% divided among all other Officers, excluding Warrant Officers.
- 30% divided among the Enlisted Personnel and Warrant Officers.

In addition the GM may use the following optional modifiers:

Destruction of Corporate Property	- cost of property
Destruction of usable planetary resources	- cost of resources
Finding advanced alien artifacts	pay x 1.5
Finding a primitive alien culture	pay x 2
Finding extraordinary resources	pay x 2
Finding an advanced alien culture	pay x 4

The Corporation or a superior officer may also fine, imprison, or execute individuals within the group for such things as disobedience or dereliction of duty. The severity of punishment is left up to the Commander, but should be consistent with the severity of the infraction.

COMBAT



INITIATIVE & SEQUENCE:

Each combat is broken down into missile fire and melee rounds. Each round is the time it takes to perform an action. Draw and fire a pistol, sight a rifle, push a couple of buttons, etc. Each round is further divided into turns. Turns are determined by initiative, which is determined by rolling a D10 and adding it to the player's *Speed* statistic. The highest initiative takes the first turn in that sequence.

MISSILE FIRE:

Missile fire is always resolved first in the combat sequence. There are three types. There are aimed shots, which take one full combat sequence to aim. The attacker gets a +25% bonus to his strike roll and the player may complete his aim even if the target continues to move, so long as it doesn't move out of range. However the attacker may not move at all, including to dodge incoming fire. A form of the aimed shot is declared fire. Here the attacker aims at a certain spot, for example a window, and fires at the first target to present itself in his field of aim. All the same bonuses and restrictions apply.

The second type of missile fire is area of effect fire. This type of fire can only be done with automatic weapons or heavy weapons. The player is essentially blanketing an area with damage. If the target or targets don't move out of the area they will take some portion of the total damage. No dodge is allowed unless the target has cover available. Roll percentile to

determine the amount of damage to the victim from the total damage to an area. It is possible for the total damage to multiple targets to add up to more than the total amount of the damage to a given area. This reflects the additional damage done by flying debris, knockback, etc... It is equally possible for the total of the damage of the individuals to amount to less than the total of the damage to an area, this reflects the possibility of cover, or the presence of something that shaped or deflected a portion of the damage. The additional damage is considered as having been done to the surrounding trees, rocks, etc...

The third type of fire is target fire. This is the most basic and can be done while on the move. Simply declare a target and fire.

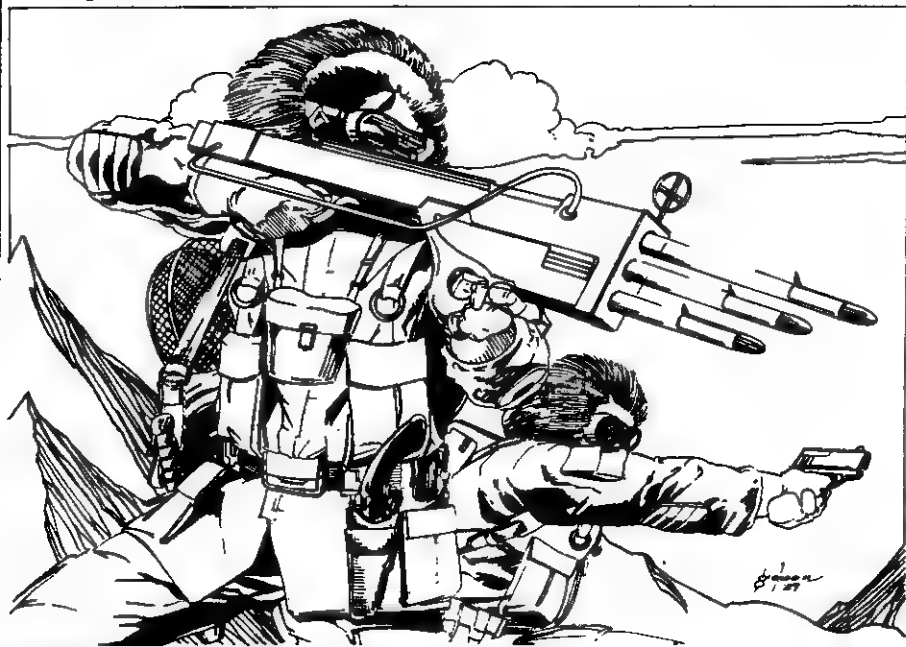
Since *psionics* are considered missile fire, the *psionic* attacks are resolved in exactly the same way and according to the same initiatives.

Missile Fire Resolution:

Attacker adds his *Base to Strike* and *Skill* percent plus any optional modifiers that the GM decides are appropriate. Since firing a weapon is considered a *Dex* movement, *Agil/Dex* modifiers do apply.

Under most conditions the target, if it is capable of movement, then gets to attempt an automatic dodge. If the target is successful it takes no damage. Again *Agil/Dex* modifiers do apply.

If the target fails its dodge or is incapable of movement it takes damage according to the type of weapon used.



MELEE RESOLUTION:

The *Melee* round is for weapons without range, such as swords, knives, or fists. Attack with natural weapons such as bite or claw are also resolved in this round. The chance of a successful strike is the player's skill percent plus *Base to Strike* and any additional modifiers at the GM's discretion.

Where the attacker lacks basic *Hand to Hand* skill only his *Base to Strike* is used to figure his chance to hit with fists or natural weapons. Damage is the *Damage Bonus* only. *Agil/Dex* modifiers do apply. The damage from natural weapons such as claws can be added directly to the total damage from a *Hand to Hand* attack, *Martial Arts* can also be added.

Martial Arts skill can be added directly to the *Hand to Hand* strikes and the following weapons: (See *WEAPONS* for damage).

Bastard sword
Steel Balls
Nunchuku
Chain
Knife
Shuriken
Quarter Staff

STUN:

With certain weapons (unbladed weapons or by using the flat of a blade) an attacker can stun, rather than kill his victim. This is called *Subduing*. For hand to hand use the skill *Subduing* to resolve attacks. If the attacker lacks the skill *Subduing* he is, at a -25% chance to successfully subdue. Roll against the attacker's *Base to Strike*. Take weapon damage plus *Damage Bonus* (if any). Damage is figured against *Resilienc*. When *Resilienc* reaches zero the victim is rendered unconscious. The victim only takes real damage if the amount of damage exceeds his *Resilienc*. That damage is taken directly to his *Constitution*. If his *Constitution* reaches zero he is dead. The victim is rendered unconscious for 1 minute for every point of *Constitution* damage he takes.

FALLING:

A fall is a special type of damage. You may fall your *Body* in feet without taking any damage whatsoever. For falls longer than that take 1D6 of damage for every ten feet you fall. Armor will absorb its normal amount of damage and a successful *Agility* roll reduces the total damage by 25%.

RADIATION:

You can take up to your *Body* in Rads without any ill effects. However, radiation exposures

any higher will cause severe, even permanent damage. At twice his *Body* the character begins to suffer severe prolonged vomiting and hair loss resulting and all physical *Attributes* and *Statistics* being reduced by 25% temporarily. In addition the character will begin to suffer 1D6 cumulative damage per round. That means in the first round you take 1D6, in the second 2D6 more and so on. There is also a 5% cumulative chance of permanent *Constitution* loss per round of continued exposure. Have the player roll at the end of each round to determine this. The character's *Constitution* will remain at the level it was when exposure stopped, plus 2D10, it is not possible for a character to gain back more *Constitution* than he has lost. Reduce all the character's *Statistics* and *Attributes* accordingly.



CRITICALS:

When a *Strike* roll is made and the percentage is equal to or less than 50% of the score needed to strike this is a *Critical Hit*. *Criticals* do one and one half the normal damage. This is to reflect the so called "Lucky Shot," or the additional damage that a single blow can do when it hits an exceptionally vital spot. For example if I need a roll of 60 on D100 to score a hit with a knife and I roll 30 or less I have done a critical hit. I roll for damage and roll 10 on 2D6. I multiply this by one and one half and I have done 15 points of damage. In the case of fractions, always round up.

When an unmodified *Strike* roll of 01 is made, this is a *Super Critical* and scores twice the normal damage.

In addition to the damages listed by weapon, the target will also take an additional 25% per round of damage when a *critical* or *super critical* is scored. This is to reflect damage to internal organs or bleeding from wounds. This damage will continue until either the target is dead or medical treatment is given. The simple act of binding a wound will stop further damage.

A roll of 100 always misses under any circumstances. This is considered a fumble, or trip on the part of the attacker. It is a reflection of all the little things that can go wrong.

AUTOMATIC ACTIONS & MULTIPLE ATTACKS:

Dodges are considered automatic and do not count as the player's turn for that round. A player, whether he makes a successful *dodge* roll or not (unless killed outright by the attack) may still make an attack in that round.

In the case of multiple attacks, *initiative* for each attack is divided from the player's original roll. For instance if my *initiative* is 20 and I have four attacks in this round I will go on 20 then 15, then 10 and then 1. (See COMBAT)

SURPRISE:

A player must announce to the party that he is prepared for an ambush, or make a roll against his *Wisdom* attribute in order to avoid being surprised by an ambush. If a player makes a successful roll under his *Surveillance* skill it does not necessarily mean that he expects an ambush. Surprised characters lose their *initiative* for that round and get no chance to *dodge*.

KNOCKBACK (Optional):

The force of a weapon impacting on the body of an individual is often enough to carry that person off his feet, even knock him back several inches. This is called *Knockback*. Unless a successful *Strength* roll is made a character is knocked back a number of inches equal to half the damage he has taken in that attack. A successful *Agility* roll must be made for a

character to remain on his feet. Characters who are knocked down are at -50% *Agility* to *dodge* for the next round and loose their next turn.

ARMOR



ARMOR TYPES:

There are two types of armor; **Natural Armor**, which is essentially the skin, and **Artificial Armors**, either worn or stood behind like a shield or barricade.

Armor will deflect a portion of the total damage inflicted against a person. Artificial Armor has three stats: **Armor Value** (that is, the amount of damage it will stop in a round), **Body** (the total amount of damage it will take before being rendered useless) and **Agil Modifier**, since it is not a natural portion of the body and many armors are clumsy and binding, they will affect the wearer's ability to move freely. Natural Armor has only **Armor Value**.

You also use the chart below to calculate the amount of force required to break down a door, puncture a wall, etc...Armor types and their statistics are as follows:

ARMOR/TYPE	AV/Body	AGL MODIFIER
Lt Hide (natural)	2/-	none
Hv Hide (natural)	4/-	none
Hv Fur (natural)	3/-	none
Plate (natural)	5/-	none
Chitin (natural)	6/-	none
Bone (natural)	7/-	none
Wood/inch (artificial)	5/30	-5 (shield)
Stone/inch (artificial)	6/60	-30 (worn)/-15 (shield)
Earth/inch (artificial)	4/40	cannot be worn or used as a shield
Concrete/inch (artificial)	8/80	-15 (shield)
Cloth (artificial)	1/15	-5 (worn)
Ballistic Cloth (artificial)	6/40	-10 (worn)
Heavy Cloth (artificial)	3/30	-10 (worn)
Padded Cloth (artificial)	4/40	-10 (worn)
Leather (artificial)	4/50	-10 (worn)
Hv. Leather (artificial)	6/50	-15 (worn)
Plastic Chain (artificial)	6/30	-5 (worn)
Plastic Plate (artificial)	7/30	-10 (worn)
Lt. Metal (artificial)	8/60	-15 (worn)
Metal Chain (artificial)	9/60	-25 (worn)
Metal Plate (artificial)	10/80	-30 (worn)/-10(shield)
Carbide (artificial)*	14/200	-20(worn) / -5 (shield)

All values are +3 vs. beam weapons if coated with reflective material, however they are also +20 to be hit.

*Carbide is available to *Security Career Class* only.

Cost for armor is 50C per point of Body for worn armor and 10C per point of Body for shields and barricades..



WEAPONS



Below are listed all the weapons available to a *Justifier* through the corporation. Since all the corporations have more or less the same technologies their equipment is virtually identical. Please keep in mind that this is an advanced technological society. Most weapons, though many have archaic counterparts, are of extremely high workmanship. All weapons are of an ultra high quality stainless steel or carbon fibre resin (Carbide) construction. For primitive societies the GM should take this into account and assign suitable modifiers.

Weapons are listed with damage, number of attacks per turn, range and cost. For bladed weapons it is possible to get carbide blades as opposed to steel at a cost modifier of x2. However these blades never loose sharpness and can be teleported by a *psionic* using the *Teleport* talent.

HAND WEAPONS (ANCIENT):

Rock:

1 attack per round 1/2 D6 x lbs of rock (+Damage Bonus)
0 range 0 cost



Knife:

1 attack per round 2D6+1(+Damage Bonus)
1ft range 10C cost



Short Sword:

1 attack per round 3D6+1(+Damage Bonus)
2ft range 100C cost



Long Sword:

1 attack per round 4D6(+Damage Bonus)
3ft range 250C cost



Bastard Sword:

1 attack per round 4D6+2(+Damage Bonus)
3ft range 300C cost



Garrote:

1 attack per round 1D6 per round(+ Damage Bonus)
0 range 5C cost

SPECIAL: *Entangle*; victim must make a successful dodge roll or continue to take damage every round. Agl is at minus 50% to escape.



Whip:

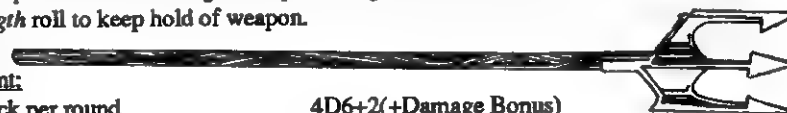
1 attack per round 1D6
20ft range 20C cost

SPECIAL: *Entangle* 50% of the time. May be used as a rope for climbing or swinging if a successful *entangle* is made. Victim is at Agl minus 50% to escape. Can also *entangle* weapon. Target must make a successful *Strength* roll to keep hold of weapon.



Trident:

1 attack per round 4D6+2(+Damage Bonus)
4ft range 150C cost



Spear:

1 attack per round 2D6+6(+Damage Bonus)
4ft range 100C cost



Hand Axe:

1 attack per round 2D6(+Damage Bonus)
0 range 250C cost



Chain:

1 attack per round 3D6(+Damage Bonus)
4ft range 200C cost

SPECIAL: *entangle* 50% of the time. May be used as a rope for climbing or swinging if a successful *entangle* is made. Victim is at Agl minus 50% to escape. Can also *entangle* weapon, a successful *Strength* roll must be made to retain weapon.



Mace:

1 attack per round 4D6+2(+Damage Bonus)
2ft range 100C cost



Morning Star:

1 attack per rd. 4D6+2(+Damage Bonus)
3ft range 120C cost

SPECIAL: *Entangle*; 25% of the time. Victim is at Agl-25% to escape.



Nunchuku:

1 attack per round 2D6(+Damage Bonus)
2ft range 100C cost

SPECIAL: *entangle*: 25% of the time, only weapon. A successful *Strength* roll must be made to retain weapon.



HAND WEAPONS (THROWN):

Base range for all thrown weapons is the attacker's *Strength* in feet. Where applicable multiply this by the factor given under range.

Rock:

1 attack per round 1/2D6 x lbs of rock (+Damage Bonus)
x1 range 0 cost

Knife:

1 attack per round 2D6+2(+Damage Bonus)
x1 range 10C cost

SPECIAL: While any knife can be thrown, a balanced throwing knife has a greater range. If such knives are used multiply range x2 and cost x3.

Spear:

1 attack per round 2D6+3(+Damage Bonus)
x2 range 100C cost

SPECIAL: Spear throwers can be used to extend range and damage. Almost all primitive peoples develop spears and spear throwers early on. Multiply damage and range by x2 in addition to all other ranges and bonuses.

Trident:

1 attack per round 4D6(+Damage Bonus)
x2 range 150C cost

Javelin:

1 attack per round 2D6(+Damage Bonus)
x4 range 200C cost



Boomerang:

1 attack per rd 2D6(+Damage Bonus)
x3 range 15 C cost

SPECIAL: Will return unless intercepted or impacting an obstruction. User must make a successful *Dexterity* roll to catch.



Shuriken:

3 casts per round 1/2D6+1(+Damage Bonus)
x2 range 10C cost

SPECIAL: Cast three at one time, no once three times. Cost is for each.



Bolas:

1 attack per round 2D6(+Damage Bonus)
x3 range 15Ccost

SPECIAL: *entangle* 50% of the time. Victim is at *Ag!* minus 50% to escape.



Steel Balls:

1 attack per round 1D6(+Damage Bonus)
x1 range 10Ccost **SPECIAL:** Cast three at one time, not once three times. Cost is for each.



Net:

1 attack per round 1D6
x1 range 50Ccost
SPECIAL: *Entangle* 90% of the time. Victim is at *Ag!* minus 50% to escape.



Lasso:

1 attack per round 1/2D6+1
30ft range 20Ccost

SPECIAL: *Entangle* 90% of the time. Can also entangle weapon, a successful *Strength* roll must be made to retain weapon. Victim is at *Ag!* minus 50% to escape.

Sling:

2 attacks per round 1D6+4(+Damage Bonus)
x1 range 5C cost

SPECIAL: Above is base damage, steel balls may be used in a sling, add their damage. Special slingshot rounds are available and can add bonus damage as well. Explosive (4D6) and acid (2D6/rd of contact for D6 rounds).



HAND WEAPONS (2 HANDS):

Quarterstaff:

1 attack per rd.
3ft range

3D6(+Damage Bonus)
50C cost

Great Sword:

1 attack per rd.
4ft range

4D6+6(+Damage Bonus)
500C cost

Battle Axe:

1 attack per rd.
2ft range

4D6(+Damage Bonus)
600C cost

Pole Axe:

1 attack per rd.
3ft range

4D6(+Damage Bonus)
500C cost

PROJECTILE WEAPONS (HAND):

All clip fed weapons take one round to reload. Unless otherwise indicated, listed below are the base damage. More powerful ammunition will give higher damages.

Armor Piercing-ignores 50% Armor Value for everything but Carbide.
Glasier-damage x2, ignores 30% Armor Value for everything but Carbide.
Explosive-damage x 3.
Teflon-ignores 90% Armor value for everything but Carbide.

Lt Pistol:

2 attack per rd.
150ft range

2D6
100C

SPECIAL: Clip fed holds 15 rounds.

Med Pistol:

2 attacks per rd.
250ft range

2D6+6
200C

SPECIAL: Clip fed holds 15 rounds.

Heavy Pistol:

2 attacks per rd.
250ft range

3D6+4
200C

SPECIAL: Clip fed holds 15 rounds.

United Industries Mark VII Electromagnetic Projectile Pistol (Slug Thrower):

4 attacks per round
1500ft range

4D6+8
900C

SPECIAL: Special high tech design fires a heavy projectile using electromagnetic repulsion. Fires very quickly and with no recoil. can be used with a laser scope for better accuracy. Uses special clip fed ammo, clip also functions as a battery pack. Each time you reload you also change the battery. Clip fed holds 20 rounds.

Sub-machine Gun:

6 attacks per round
500ft range

2D6+2
500C

SPECIAL: Clip fed holds 50 rounds.

PROJECTILE WEAPONS (RIFLES & SHOTGUNS):

Unless otherwise indicated the special ammunitions for *Projectile Weapons (Hand)* may also be used for rifles and shotguns. See *Projectiles Weapons (Hand)* for damage modifiers.

Shotgun:

2 attacks per round
500ft range

3D6+4
800C

SPECIAL: Clip fed holds 10 rounds.

Auto-Shotgun:

4 attacks per round
300ft range

3D6
1200C

SPECIAL: Clip fed holds 20 rounds.

Lt. Rifle:

2 attacks per round
1200ft range

2D6+6
1000C

SPECIAL: Clip fed holds 25 rounds.

Med Rifle:

2 attacks per round
1800ft range

3D6+6
1200C

SPECIAL: Clip fed holds 15 rounds.

Hv Rifle:

2 attacks per round
2500ft range

4D6+8
1500C

SPECIAL: Clip fed holds 10 rounds.

Assault Rifle:

6 attacks per round
1800ft range

2D6+6
2500C

SPECIAL: Clip fed holds 25 rounds.



Grenade Launcher:

1 attack per round
600ft range

as per
500C

SPECIAL: The standard type is clip fed and holds 5 rounds. Another version can be attached directly to the Assault Rifle or Autoshotgun. That version holds 2 rounds.



Grenades:

Effects are the same whether a grenade is launched or thrown. Cost is for each.

Type	Damage	Cost
Smoke	Laser & laser guided weapons inoperative. All Strikes at -50% for 2D10 rounds. 50ft radius.	100C
High Explosive Armor Piercing (HEAP)	8D6+6 Damage. Ignores 50% of Armor Value	300C
Tear Gas	1D6 Damage. All strikes at -50% for 1D10 rounds Unless protected by mask. 50ft radius.	200C
5 Microton Nuclear Grenade	10D10x5 Damage for 2500 ft radius. Restricted to security officers only. Programmable delayed explosion. 1min-1Hr.	5000C
Stun	A white sound grenade accompanied by a bright flash. Blinds for 1D10 rounds Stuns for 1D6 rounds. Stun is useless in zero atmosphere. 50 ft radius	350C



Flame Thrower:

1 attack per round
60ft range

3D6/round(to flammables)
1100C

SPECIAL: Uses two two gallon tanks, Body 35, Armor Value as Metal Plate. If they are ruptured by any means the resulting explosion does 10D6 damage in a 25 yard radius.

PROJECTILE WEAPONS (SPECIAL):

Autobow:

3 attacks per round
300ft rng

2D6+3
150C

SPECIAL: This is a cannister fed crossbow. The cannister contains 6 bolts. Its operation is completely silent and automatic. Cannisters take one round to exchange.



Compound bow:

2 attacks per round
600ft range

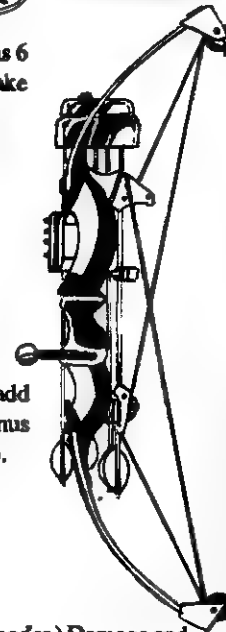
2D6+8
1000C

Slingshot:

2 attacks per round
200ft range

1D6
200C

SPECIAL: Above is base damage steel balls may be used in a sling add their damage. Special slingshot rounds are available and can add bonus damage as well. Explosive(4D6), and acid(2D6/round of contact).



PROJECTILE WEAPONS (HEAVY)

Mortar:

1 per two rounds
2500ft rng

as per shell
2500C

SPECIAL: Mortar shells are identical in type to grenades (See Grenades) Damage and radius is x2. Treat as *area of effect* fire.

Lt Cannon:

1 per two rounds
3500ft rng

7D10+10 (150ft radius)
35000C

SPECIAL: Requires a two man team to operate. Must reload after each round fired. Additional rounds identical in type to grenades (See Grenades for additional damages). Treat as *area of effect* fire.

Med Cannon:

1 per two rounds
4500ft rng

8D10+6 (250ft radius)
45000C

SPECIAL: Requires a two man team to operate. Must reload after each round fired. Additional rounds identical in type to grenades (See Grenades for additional damages). Treat as *area of effect* fire.

Recoilless Rifle:

1 attack per round 5D10+6 (50ft radius)
2000ft rng 30000C

SPECIAL: Can be vehicle mounted. Additional rounds identical in type to grenades (See *Grenades* for additional damages). Treat as *area of effect* fire.

Machine Gun:

10 attacks per round 3D6+6
1000ft rng 2500C

SPECIAL: Can do any type of Missile Fire. Can sweep (treat as *area of effect*) a target area 25ft across. Chain feed gun with 100 rounds. Takes 1 round to reload. Can use any type of ammo (See *Projectile Weapons (Hand)* for additional damages). May be vehicle or aircraft mounted. Treat as *area of effect* fire.

Auto-cannon:

5 attacks per round 6D10 (100ft radius)
1500ft rng 50000C

SPECIAL: Chain feed gun with 100 rounds. Takes two rounds to reload and can be vehicle or aircraft mounted. Additional rounds identical in type to grenades (See *Grenades* for additional damages). Treat as *area of effect* fire.

BEAM WEAPONS:

The energy clip for all beam weapons is the same unless otherwise noted. Number of shots fired from the same clip varies as to weapon. Each clip can be recharged using a special recharging device and a sufficient power source. Each clip takes 2 hours to fully recharge and is inserted much like the clip in an automatic pistol or rifle.

United Industries Mark III Sonic Stunner (Stopper)

3 attacks per round 1D6(x1-10)
200ft rng 1500C

SPECIAL: This weapons is made to stun, not kill. It has a slide setting near the thumb and can be adjusted from 1 to 10. This makes it effective even against larger targets. Since its operation is based on sonics it is ineffective in light atmosphere, and useless without atmosphere. It is effective under water and in dense atmospheres. Battery clip fires 20 shots.



Self Contained Laser Pistol:

2 Attacks per round 6D6
400ft rng 2500C

SPECIAL: This weapon is useless in fog, smoke, under water, or in dense atmospheres. Battery clip has charges for 20 shots.



Hand Held Particle Beam Projector (Blaster)

3 attacks per round 6D6
1600ft rng 3500C

SPECIAL: This weapon does not suffer the restriction that lasers do, but is powered from a large belt clip style battery pack. While the battery pack is self recharging it will allow the attacker to fire three shots in one round, but then takes 1 round to recharge. Shots cannot be saved from one round to the next. One pull of the trigger automatically fires three rounds at the target.



Laser Projected Plasma Ejector (Plaser)

1 attack per round 10D6+8
2500ft rng 2500C

SPECIAL: This weapon is useless in fog, smoke, under water, or in dense atmospheres. Since the plasma ejected is both propelled and guided to its target by a laser. It has charges for 10 shots.

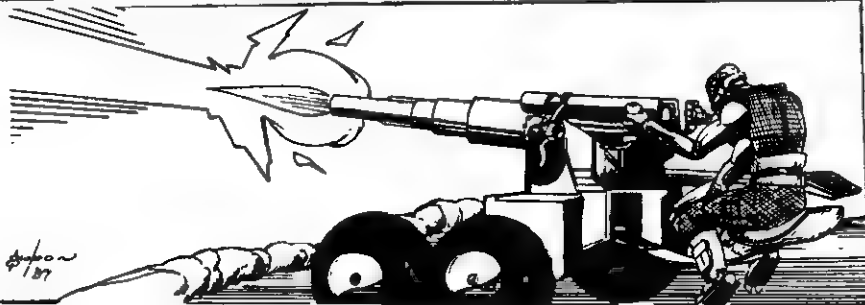


Laser Rifle:

2 attacks per rd. 6D6
1500ft rng 4500C

SPECIAL: This weapon is useless in fog, smoke, under water, or in dense atmospheres. It has charges for 10 shots.





BEAM WEAPONS (HEAVY):

Laser Cannon:

1 per two rounds
mg

8D10+10 (150 yd radius)
50000C

5000ft

SPECIAL: This weapon is useless in fog, smoke, under water, or in dense atmospheres. Though powered by a battery clip its clip is much larger and not interchangeable with other weapons of this type. Its recharging cycle takes 6 hours. It has charges for 5 shots.

Particle Beam Cannon (PBC)

1 per three rounds
mg

10D10+10 (250 yd radius)
75000C

8500ft

SPECIAL: This weapon is large and unwieldy, very slow to fire and prone to overheating (20%). It requires a power source such as a vehicle generator, a solar recharger or a shuttlecraft's nuclear reactor.

HEAVY WEAPONS (ANCIENT):

These weapons have no modern equivalents, but have been encountered among some primitive cultures. They have no cost equivalents in *Justifler* terms, but may be constructed by persons with *Improvised/Primitive Weapons* skill.

Ballista:

1 per three rounds

10D6 (10ft radius)
1000ft range

Trebuchet:

1 per four rounds

12D6+6 (20ft radius)
1500ft range

Lt. Catapult:

1 per three rounds

12D6 (10ft radius)
1000ft range

Hv. Catapult:

1 per four rounds

14D6 (25ft radius)
2000ft range

MARTIAL ARTS:

These are bonuses to damage based on the simplest martial arts moves.

Hand Strike:

2 attacks per round

1D6+2

Kick:

1 attack per round

1D6+6

Head-butt:

1 attack per round

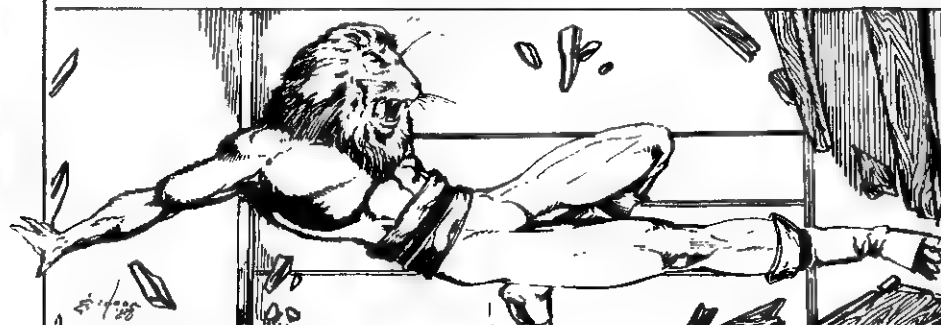
1/2D6+2

Throw:

1 attack per round

1D6+2

SPECIAL: Victim loses his attack next round.



NATURAL WEAPONS:

These weapons are attacks with a part of the attacker's body.

Small Claw:

1D6+1

Large Claw:

2D6+1

Small Bite:

1/2D6+1

Large Bite:

1D6

Small Club:

1D6+4

Large Club:

2D6

Small Horn:

1D6

Large Horn:

2D6

EQUIPMENT



THE COMPANY STORE:

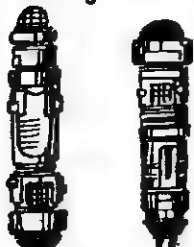
See the description of the shuttle in the *Vehicles* section for restrictions on the number and types of equipment available.

Air Compressor: 850C cost
Battery powered mini-compressor capable of high output.

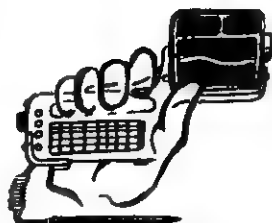
Analyzer, Atmosphere: 100C cost
Identifies the percentage of elements present in an atmospheric sample down to .001%. Battery powered.

Analyzer, Diagnostic: 1500C cost
Diagnoses known diseases or injuries where present. Battery powered. Requires *Medical Technologies* skill to use.

Diagnostic Analyzer



Atmospheric Analyzer



Linguistics/Cryptography Analyzer



Water Analyzer



Organic Tissue Analyzer



Soil & Rock Analyzer

Analyzer, Linguistics/Cryptography: 1500C
Useful for encoding, decoding or deciphering. Battery powered.

Analyzer, Organic Tissue: 1500C
Gives chemical and genetic composition of organic tissue. Battery powered.

Analyzer, Soil and Rock: 500C
Gives chemical composition of soil and rock samples inserted into base. Battery powered.

Analyzer, Water: 100C cost
Identifies impurities in a water sample down to .001%. Battery powered.

Art Supplies: 50C cost
Multi-purpose kit for drawing or painting. A sculpture kit is available at the same cost.

Backpack: 50C cost

Binoculars: 250C cost
High tech binoculars with magnification from 10 to 25 times. Built for rugged outdoor use and practically indestructible. Maximum effective range is 500yards.

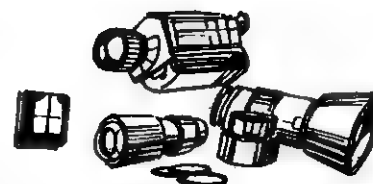
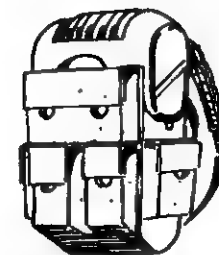
Boots: 50C cost



Boots, Climbing: 100C cost
Equipped with steel spikes as an aid in climbing trees.

Boots, Hiking: 75C cost
These boots are waterproof, with a sole made for traction and a padded insole for long distance walking.

Boots, Work: 150C cost
Made with steel toes and shank for extra protection.



Camera: 1500C cost
Completely self contained, prints in 15 seconds.

Camera Film: 50C cost

Camera Lenses: 250C cost each
Light enhancement, telephoto (x3), wide angle (up to 180 degrees), etc.

Camp Stove: 200C cost
Two burner size electric camp stove, battery powered.

Cargo Loader: 15000C cost
Large Exo-skeleton used for cargo loading and construction purposes, Strength 250, Body 75. Requires Exo-Skeleton Operations skill to use.

CD's: 30C cost each
A wide variety of music and instructional tapes are available, as well as blanks for making personal recordings.

CD Player/Recorder: 150C cost
Battery powered device for playing and recording compact disks.

Chain Saw: 200C cost
For cutting large amounts of wood. 4D6 damage if used as a weapon.

Chronometer: 35C cost
An accurate Day/Date/Time wristwatch with a miniature permanent power source. Also has alarm and calculator functions.

Clothing, Cold Weather: 250C cost
Kit containing parka, mittens, pants, snow boots, and thermal underwear. Protection to -50 F.

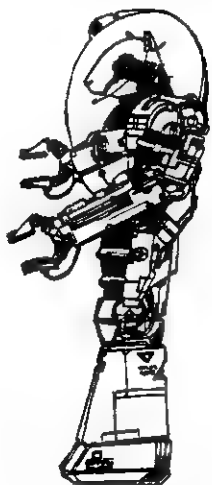
Clothing, Wet Weather: 150C cost
Kit contains rain hood, poncho, pants & rubber boots.

Climbing Gear: 500C cost
A combination kit for the experienced climber. It contains all the gear needed for climbing or rappelling. Including a grappling hook, 150 feet of high strength carbon-nylon filament rope, climbing hammer, stirrups, pitons and harness.

Communicator: 300C cost
Battery powered headset communicator; it feeds through the communications satellite, the range is unlimited so long as sender and receiver are in the same planetary hemisphere. See *Shuttle* for more information.

Compass: 400C cost
Automatic, electronic compass which points to true north on any world. Battery powered.

Computer: 950C cost
A hand held personal computer capable of doing complex calculations (+50% to Mathematics, and Navigation skills. It also has on board recorder which transcribes personal logs to laser disc for future use. Battery powered, all entries are saved automatically and cannot be lost due to power failure.



Cargo Loader



Computer

Core Sampler: 1000C cost
Used to take samples of rock or soil to examine strata. Takes a 15 foot by 1 foot circular section of earth or rock by drilling with a laser device. Cannot be used as a weapon effectively.

Coveralls: 25C cost

Cryonic Tubes: 35000C cost
Single person container capable of sustaining a living being at a temperature just above absolute zero and reviving him without cellular damage.

Drill, Laser: 250C cost
For drilling through wood, stone, or metal. 2D6 damage if used as a weapon.



Laser Drill

Electronic Bugging Kit: 250C cost
Complete with transmitter and micro-receiver. Range 1500 yards.

Electronic Counter-Measures Kit: 650C cost
Complete with several types of bug finders. Range 1500 feet.



Flares
& Flare Gun

Flare Gun: 250C cost
For firing signal flares. 2D6 damage if used as a weapon, effective range 10ft.

Flares 10C cost

Fuel Cell (Battery): 20C cost
Charged for 5 hours continuous use. Fits all battery powered devices.

Geiger Counter: 500C cost
Battery powered device for measuring radiation.



Geiger Counter

Generator 300C cost
Fuel fired electrical emergency generator.



Gun Sight, Telescopic: 1200C cost
For mounting on any rifle type weapon or where applicable. Cannot be used with bonuses on pistols with the exception of the slug-thrower. The user is at plus 25% to strike with the weapon while using the telescopic sight. Range is 1500 feet.



Gun Sight, Laser: 2500C cost
Can be mounted as a telescopic sight, it does have a magnification function, but its main function is to project a thin, low power laser which will show up as a red dot on the target, right where you are pointing. Gives the user a plus 40% to strike, but this sight has the same restriction on it that weapons using a laser beam have. That is, they cannot be used in heavy fog, mist, smoke or other dense atmospheres.

Handcuffs:

45C cost



Heater:

90C cost

Heats a 5 foot radius up to 60°F. more than initial temperature. Battery powered.

Hot/Cold Chest

100C/200C/350C cost

Comes in 10 quart, 25 quart, and 50 quart sizes. Same chest switches from hot to cold at the touch of a button. Battery powered.

Hot Pot:

150C cost

Self contained 4 cup size, can be used to heat liquids up to 215°degrees F. Battery powered.



Infra Red Goggles:

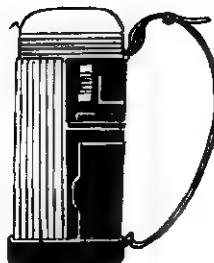
600C cost

Computerized light enhancement device capable of seeing heat sources in the dark at a range of 1500 feet. Battery powered.

Lantern:

150C cost

Illuminates a 10ft radius. Battery powered.



Lantern

Lathe, Laser :

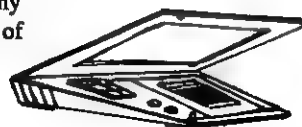
3500C cost

Useful in the fabrication of items from metal, stone, or wood.

Lock Pick, Electronic :

1500C cost

Device which plugs into the personal computer and any electronic lock. Scans and tries innumerable combinations of numbers till the lock opens.



Lock Pick Tools, Conventional :

450C cost

For non-electronic locks.

Map Case

Map Case:

25C cost

Special carry case with stylus & electronic map pad. Once drawn the map can be transferred directly to the main computer in the shuttle or to a personal computer. Battery powered.

Mask, Air Tank & Face

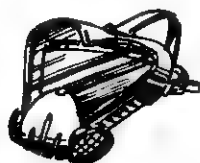
850C cost

Holds enough air for 4 hours of operation .



Filter Mask

Gas Mask



Airtank
& Face Mask



Mask, Filter:

450C cost

Covers the mouth and nose for filtering impurities in the air such as smoke, or dust. Good for 12 hours before the filter must be replaced. Filters cost 15C each.

Mask, Gas :

650C cost

Protects the user from the effects of toxic gasses. Good for 12 hours. Filters cost 25C each.

Medical Kit :

2500C cost

A portable medical kit containing pain drugs, antibiotics, burn creams, hypodermic, stethoscope, blood pressure cuff, spray on bandages and emergency surgical tools.



Mess Kit:

50C cost

Metal Detector:

1000C cost

Reacts by sound to the presence of metals hidden below the ground, behind walls, etc... Range up to 100 feet . It is directional and will not react to metal on the body of the user.

Motion Sensors:

850C cost

A device capable of registering any motion within a 1500 foot, 180 degree arc. Since it is direction, it will only register motion in the direction it is pointed. Battery powered

Med Kit



Recharger, Battery Clip :

2500C cost

Plug into any power source. Recharges all weapon battery clips at the rate of one minute for each shot.



Recharger, Fuel Cell :

1500C cost

Refinery Plant, Ore :

25000C cost

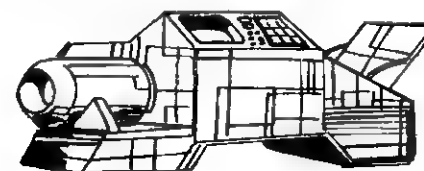
Takes mineral ores and refines them to useful metals and minerals. Can be used in conjunction with other equipment to manufacture replacement parts and other such items needed by the explorers.

Motion Sensor

Refinery Plant, Fuel:

25000C cost

Refines crude oil, coal, or shale to a usable form. Useful in producing alternative fuel sources for the generation of electricity.



Ore Refinery Plant

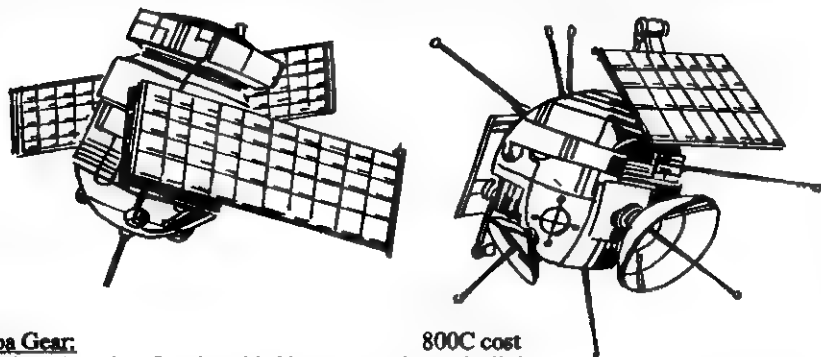
Rope: 10C cost per foot

Satellite Weather: 60000C cost

Comprehensive weather tracking satellite about the size of a large pumpkin. It has an internal solar power source with a virtually unlimited duration. It is automatically launched from orbit by the shuttle (See SHUTTLE).

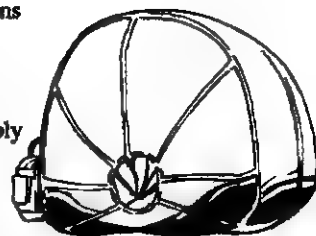
Satellite Communications: 65000C cost

Satellite capable of relaying ground communications to any other site in the same hemisphere. It has an internal solar power source with a virtually unlimited duration. It is automatically launched into geo-synchronous orbit by the shuttle (See SHUTTLE).



Scuba Gear: 800C cost
Includes rebreather, 2 tanks with 4 hours capacity each, diving helmet, a wet suit good to 15 degrees Fahrenheit, swim fins (+10% to swimming ability), depth gauge and weights.

Shelter, Portable: 500C cost
A highly portable inflatable shelter capable of comfortably sleeping four people of average size.



Portable Shelter

Skis (water): 200C cost

Skis (snow): 250C cost

Skis (cross-country): 100C cost

Sleeping Bags: 85C cost

Solar Generator: 2000C cost
Portable Solar dish capable of powering or recharging shuttle and all personal equipment. Takes 1 person, 2 hours to assemble.



Snow Shoes: 75C cost

Stationary Kit: 25C cost
Waterproof kit containing pens, pencils, and paper.

Suit, Armored Environment: 100000C cost

Same as a Hard Suit, but uses *Carbide* instead of *Plastic*. Requires *Exo-Skeleton Operations* skill to use.

Suit, Fluid Recycling: 1000C cost

Contains the body's vital fluid and recycles sweat and other wastes. Used in extremely arid environments. Filters must be replaced every 48 hours of continuous operation. Filters cost 35C each. *Armor Value* is as *Lt Fabric*.

Suit, Hard Environment: 4500C cost

For use in zero atmosphere where the likelihood of puncture is present. Air for 8 hours. *Armor value* is as *Plastic Plate*. Requires *Exo-Skeleton Operations* skill to use.

Suit, Lt Environment: 2500C cost

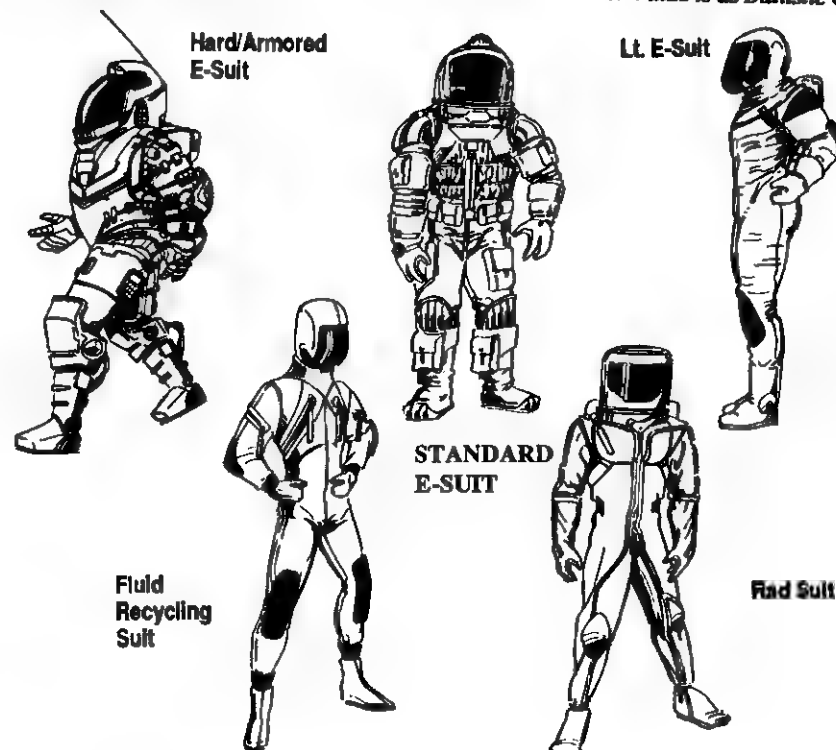
Unpressurized self contained environment suit with built in face plate and air tanks. Air for 4 hours. *Armor Value* as *Hv Fabric*.

Suit, Radiation: 15000C cost

Screens up to 500 rads of radiation. *Armor Value* is as *Hv Fabric*.

Suit, Standard Environment: 3500C cost

Pressurized for use in zero atmosphere. Air for 6 Hours. *Armor Value* is as *Ballistic Cloth*.



Hard/Armored
E-Suit

Lt. E-Suit

STANDARD
E-SUIT

Fluid
Recycling
Suit

Rad Suit

Surgical Tools: 450C cost
Laser scalpel and other high tech surgical tools. Requires *Medical Technologies* skill to use.

Tarpaulin: 50C cost
A 10 x10ft square of microthin plastic.

Telescope 500C cost
This is a small refracting telescope that can be tied into the ships computer system for automatic identification of constellations and individual stars. For more than just stargazing, it is useful in aligning the *TransMat* receiver to the proper star of origin. Magnification is variable at 150-250 times.

Thermometer: 100C cost
Gives temperature in .1 increments from minus 70 F. to 450F. Electronic, battery powered.

Tool Kit, Carpentry: 1000C cost
Contains all the tools needed to cut, shape and build items from wood.

Tool Kit, Electronic: 1000C cost
Contains tools and meters for the diagnosis, assembly and repair of electronic devices.

Tool Kit, Metalwork: 1000C cost
Contains all the tools necessary to weld, shape, & cut items in metal.

Tracking Collar: 100C cost
Operates on the same principle as the communicators, but is contained in a collar that can be adjusted to fit a variety of animals for scientific tracking purposes. Powered with a small solar battery of the same type that powers the chronometer. The charge is of virtually unlimited duration.

Trapping Gear: 200C cost
This kit includes 50ft snare wire, 4 live trap cages, and universal artificial scent.

Vacuum Thermos 10C/ 15C/ 25C cost
Comes in one quart, three quart, and one and a half gallon sizes. Keeps liquid hot or cold for up to 10 hours.

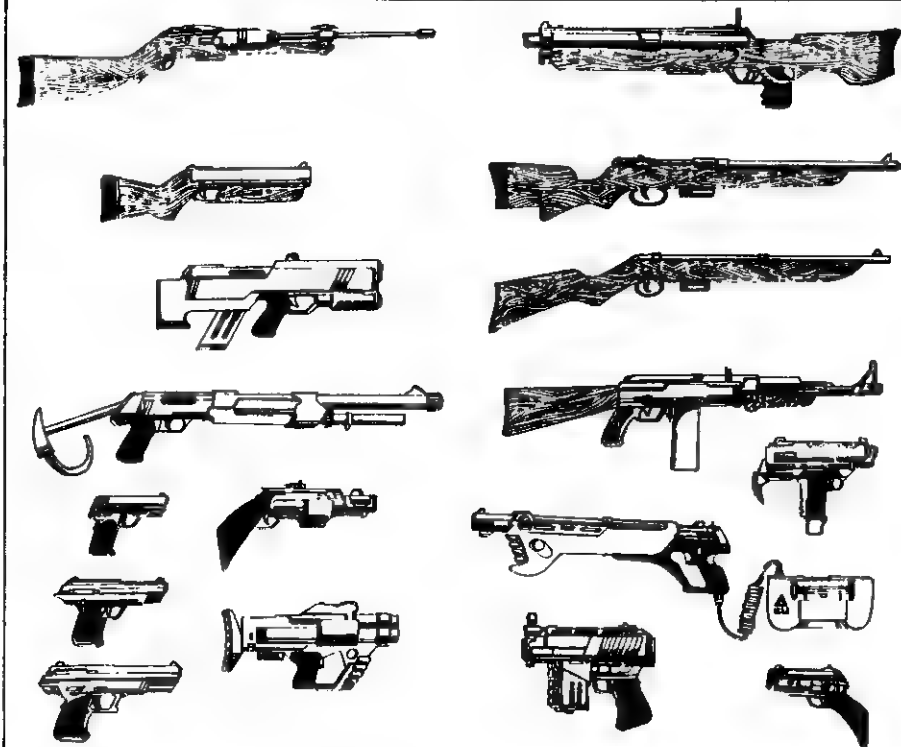
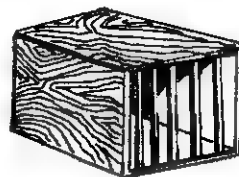
Water Purification Plant: 3500C cost
Will filter up to 25 gallons of water of all impurities each day. Must be powered by solar generator or shuttle's fusion plant.



Solar Generator



Telescope



MUNITIONS:

All costs are given for standard ammunition. Use the following multipliers for special rounds:

Teflon-Armor Piercing-x2
Glaiser-x3
Explosive-x4

1 Clip-Lt Pistol: 25C cost

1 Clip-Med Pistol: 35C cost

1 Clip Hv Pistol: 45C cost

1 Clip Slug Thrower: 65C cost

1 Clip Shotgun: 45C cost

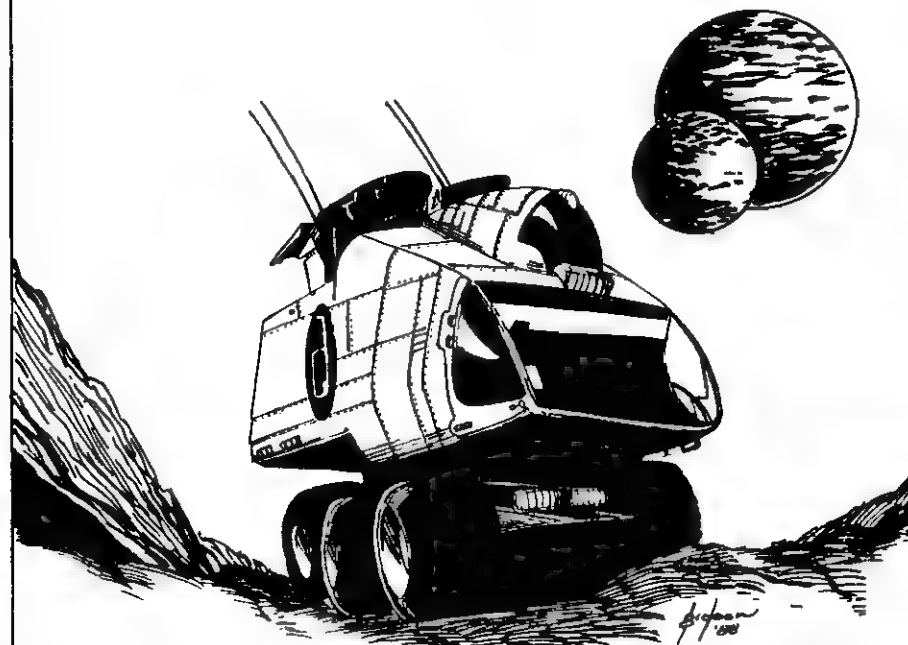
1 Clip-Sub Machine-gun: 85C cost

1 Clip-Auto Shotgun: 90C cost

<u>1 Clip-Lt Rifle:</u>	50C cost
<u>1 Clip-Med Rifle:</u>	65 C cost
<u>1 Clip-Hv Rifle:</u>	65C cost
<u>1 Clip-Assault Rifle:</u>	85C cost
<u>Twin Tanks-Flame Thrower:</u>	100C cost
<u>Auto-bow Cannister:</u>	35C cost
<u>1 Doz Steel Broadhead Arrows:</u>	25C cost
<u>Beam Weapon Battery Clip:</u>	65C cost
<u>Laser Cannon Battery Clip:</u>	150C cost
<u>1a Cannon Round:</u>	50C cost
<u>Med Cannon Round:</u>	75C cost
<u>Recoilless Rifle Round:</u>	75C cost
<u>Machine Gun Chain:</u>	100C cost
<u>10 Steel Slingshot Loads:</u>	10C cost
<u>10 Acid Loads:</u>	20C cost
<u>10 Explosive Loads:</u>	50C cost



VEHICLES:

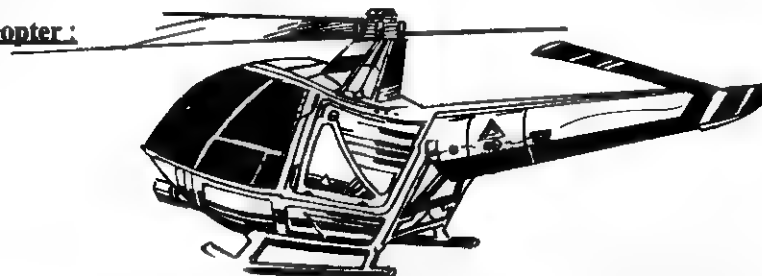


ON THE ROAD AGAIN:

Vehicles are important to a modern society, and planetary exploration would be difficult, if not impossible, without them. Listed in this section are the vehicles that will be supplied by the corporations. Virtually all corporations use the same basic exploration vehicles.

Unless otherwise stated, all vehicles are powered by internal, interchangeable and rechargeable fuel cells. Each holds sufficient charge for the given vehicle to move its given range and speed for 12 hours of continuous use. It then requires 5 hours to recharge.

Helicopter:



This is a small reconnaissance copter of the NOTAR, or no tail rotor type, developed in the

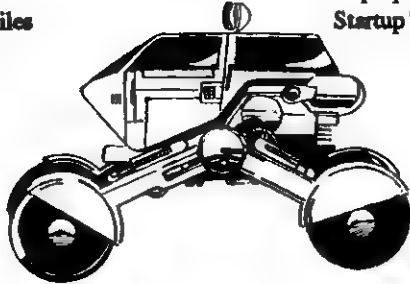
late 20th century, capable of carrying two people plus 300lbs of cargo. It is equipped with on board cameras for fly-by, identical to the camera listed under the *Equipment* section. In addition it can be fitted with either an auto-cannon or a laser cannon. Restrictions for lasers do apply. Wing mounted machine guns are also available at the GM's option. Reloading may only be done on the ground.

STATS:

Body: 110
Agility: 250
Range: 500 miles

Armor Type: Carbide(x2)
Top Speed: 225 MPH
Startup Time: 3 Combat rounds

ATV Car:



This is a small all terrain vehicle. It will carry four passengers and 200 pounds of cargo, or 2 passengers and 1000 pounds of cargo. It does not have the structural capacity for any vehicle mounted weapons. 10000C cost

STATS:

Body: 50
Agility: 80
Range: 100 miles

Armor Type: Metal Plate(x2)
Top Speed: 75 MPH
Startup Time: 1 Combat Round

ATV Truck:



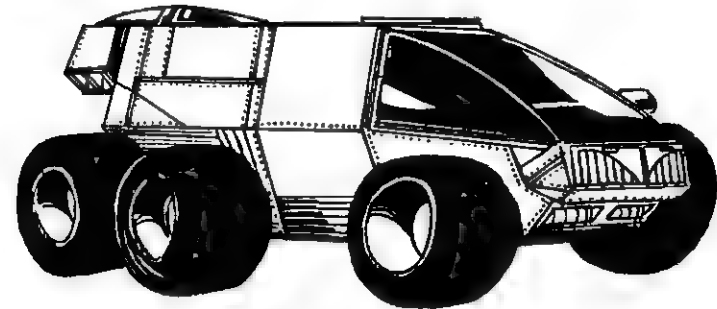
This is simply a larger version of the of the previous entry. It comes equipped with a flat bed capable of carrying 5000 pounds of cargo , as well as driver and navigator, or as a special nine passenger van. Either model can be fitted with vehicle mounted weapons. Both are 25000C cost.

STATS:

Body: 90
Agility: 70
Range: 250 Miles

Armor Type: Metal Plate(x3)
Top Speed: 60MPH
Startup Time: 2 Combat Rounds

ATV Armored Personnel Carrier:

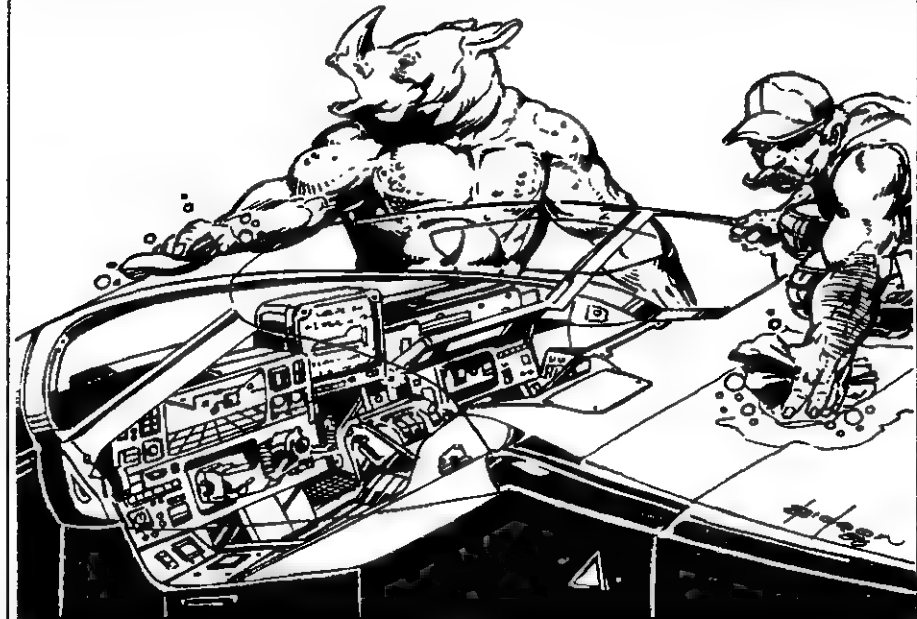


A more heavily armored version of the ATV Truck designed for use in extremely hostile environments. It can be sealed with an internal air supply for 6 hours and has interchangeable mounts for three weapons. Usually two machine-guns and either an auto-cannon or recoilless rifle. It also has ports from which riders may fire weapons from inside the cab, though not while sealed and on internal air. 50000C cost.

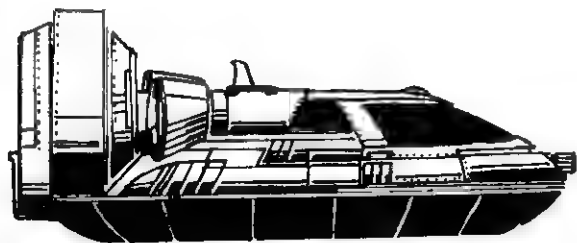
STATS:

Body: 225
Agility: 55
Range: 200 miles

Armor Type: Carbide Plate(x2)
Top Speed: 50MPH
Startup Time: 2 Combat Rounds



Hover Craft:



A truly all terrain vehicle which rides on a cushion of air. It can cross rivers or lakes as well as marshy or dry ground at move at high speeds. It can float with its fans shut down. It can be mounted with weapons. It does, however, sacrifice armor for speed and maneuverability. 60000C cost.

STATS:

Body: 65

Agility: 250

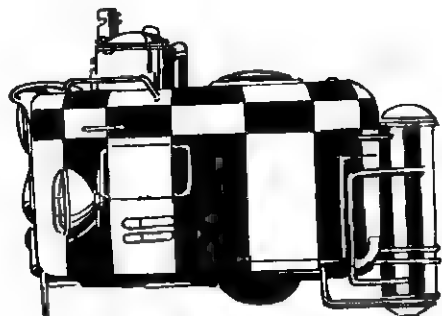
Range: 350 miles

Armor Type: Plastic Plate(x2)

Top Speed: 225 MPH

Startup Time: 2 Combat Rounds

Submersible:



For underwater exploration. Not usually included on a mission unless the world has more than 40% water. Capable of reaching depths of 1500 feet its range is more limited by the air supply than by energy requirements. Carries a crew of four and there are no external mounts for weapons. 30000C cost.

STATS:

Body: 90

Agility: 55

Range: 50 Miles

Armor Type: Carbide(x2)

Top Speed: 100 MPH

Startup Time: 3 Combat Rounds

The Shuttle:

This is the largest and most expensive piece of equipment that a *Justifiers* group will have. It contains the *Command Center* module, *Sick Bay*, the *Galley*, as well as a fusion reactor to supply the power to the base camp for daily use and recharging, and storage. It is 20 feet wide by 20 feet tall by 70 feet long. These are the largest possible dimensions for any item to be *TransMatted*.

Before landing the shuttle will automatically deploy the communications and weather satellites. Since both these are about the size of a pumpkin the space freed up by their deployment is negligible. The deployment is computer controlled and has a 99% success ratio. Most of the functions of landing the shuttle (which lands like a glider) are also computerized and automatic. Once the shuttle is landed it cannot be re-launched, though it can be towed. Under certain circumstances the shuttle can be landed on water, but this is not advisable unless it is near enough to shore to be towed in by the Hovercraft, once assembled. A human pilot is almost superfluous, but under extreme circumstances have the pilot roll at or below his *Pilot Aircraft* skill. Once the shuttle has successfully landed its cargo bays can be opened to reveal the following:

2 Portable buildings:

The Sciences Lab Contains:

- 1 Telescope
- 20 Tracking Collars
- 1 Atmospheric Analyzer
- 2 Water Testers
- 1 Electronic Thermometer
- 1 Soils & Rock Analyzer
- 1 Organic Tissue Analyzer
- 1 Linguistics/Cryptography Analyzer
- 1 Core Sampler

The Vehicle/Tool Shed Contains:

- 1 Carpentry Kit
- 1 Metalwork Kit
- 1 Electronic Diagnosis Kit
- 3 Laser Drills
- 2 Chain Saws
- 1 Laser Lathe
- 2 Cargo Loaders

- 1 Personal Shelter for the Commander
- 1 Personal Shelter for each two officers
- 2 Personal Shelter for each 4 enlisted men
- 1 Solar generating stations (portable)
- 1 Fuel Cell recharger for each shelter
- 1 Communicator for each crewman



- 1 Sleeping Bag for each crewman
- 1 Thermos for each crewman
- 1 Lantern for each shelter
- 1 Flashlight for each 2 crewmen
- 1 Hot/Cold Chest for each shelter
- 1 Campstove for each 2 shelters
- 1 Hotpot for each shelter
- 2 Fuel cells for each piece of equipment
- 1 Backpack for each crewman
- 1 Binocular for each 2 crewmen
- 1 Messkit for each crewman
- 1 Space Heater for each shelter
- 1 Chronometer for each crewman
- 2 Water purification plants
- 1 Motion Sensor for each Security Officer
- 10 Flares for each gun
- 3 Sets of climbing gear
- 3 Sets of scuba gear
- 1 Compass for each crewman
- 1 Ore refinery plant
- 1 Fuel refinery plant (fossil fuels)
- 1 Lt E-suit for each crewman
- 1 Other type environmental suit for each crewman (according to world conditions)
- 1 Armored E-suit for each Security Officer
- 1 Set Carbide Plate body Armor for each Security Officer
- 1 Radiation suit for each Engineer

VEHICLES

(In modular sections 5 minutes to reconstruct for each point of Body):

- 1 ATV Car
- 1 Hovercraft
- 1 Helicopter

Any one of the following:
Submersible
ATV Truck

The Armory contains the following:

- 1 Stopper for each crewman
- 1 Med Pistol for each crewman
- 20 clips of standard ammunition for each pistol
- 1 Assault rifle for each enlisted man
- 10 clips standard ammunition for each assault rifle
- 1 Sub-machine gun for each officer
- 10 clips of standard ammunition for each sub-machine-gun
- 1 Laser pistol for each Security Officer
- 10 clips for each laser pistol
- 1 Laser rifle for each Security Officer
- 10 clips for each laser rifle
- 1 Mortar
- 10 Mortar rounds of each type (except nuclear)
- 1 Grenade launcher
- 10 Grenades of each type (except nuclear)
- 1 Machine-gun
- 20 Chains of standard ammo
- 20 Chains of standard ammunition for each vehicle mounted weapon
- 10 rounds or clips of each type for each of the other vehicle mounted weapons
- 1 Battery clip recharger for each 2 weapons
- 1 Fuel Cell Recharger for each shelter

Only the Commander and the Senior Security Officer have the access code to the Armory. There are also five 2 microton grenades under special lock. Only the Commander has the access code to these grenades.

Each character may carry personal weapons at the discretion of the GM, with a limitation of no more than 10 rounds or clips for any weapon. All weapons are kept stored in the armory when not in use, except personal weapons which can be stored in the character's shelter. Weapons can be issued if the Commander or the Senior Security officer decides it is necessary. Armor is only supplied by the Corporation for Security officers. Armor and other personal equipment for the characters may be purchased, but use some common sense and be aware that there are space limitations here. Everything can be modified at the GM's discretion.

In addition the Sick Bay contains the following:

- 2 Sets Surgical Tools
- 2 Diagnostic Analyzers
- 1 CT Scan/X-ray Machine
- 3 Advanced Medical Kits

Personal gear supplied by the Corps includes:

- 3 Sets of Coveralls for each crewman
- 2 Pairs of Boots (Specify type) for each crewman
- 1 Mapcase and stylus for each crewman

In addition to the above listed items the galley contains enough food to supply the crew's needs for ninety days from planetfall. There are also hard rations for field trips and enough water in the recycling plant for 30 days. Other needs are assumed to be met from the planet itself. The Corps view this as an adequate test of the planet's ability to support a colony.

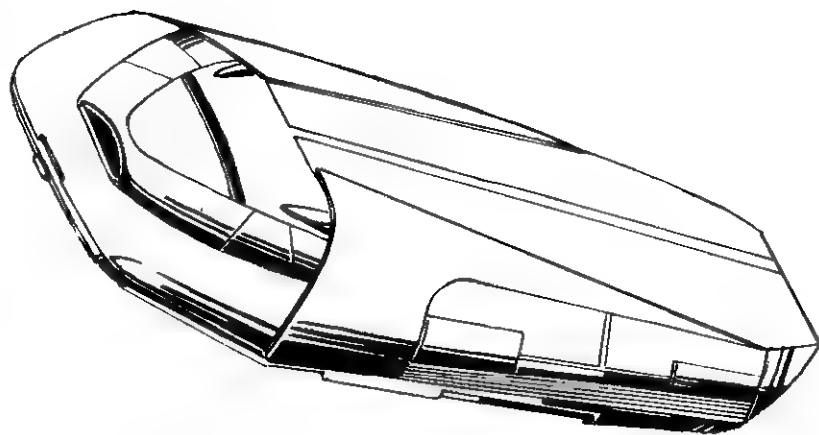
SHUTTLE STATS:

Body: 310

Armor Type: Carbide(x4)

Agility: 450

Top Speed: 1575 MPH



VEHICLE COMBAT



DAMAGE:

Damage to a vehicle can be done in several ways, from impact, from weapons, etc... Half the damage which penetrates the vehicles armor is divided equally among all the passengers who fail their dodge roll. If they make a successful dodge roll they take no damage. The other half is taken to the Body of the Vehicle.

The driver of the vehicle may try to make a dodge roll to get away from impending danger. To do this he adds his Pilot skill for the given vehicle to the Agility of the vehicle. The vehicle is at -1 Agility for every mile per hour that it is travelling at. The GM may use additional modifiers at his discretion.

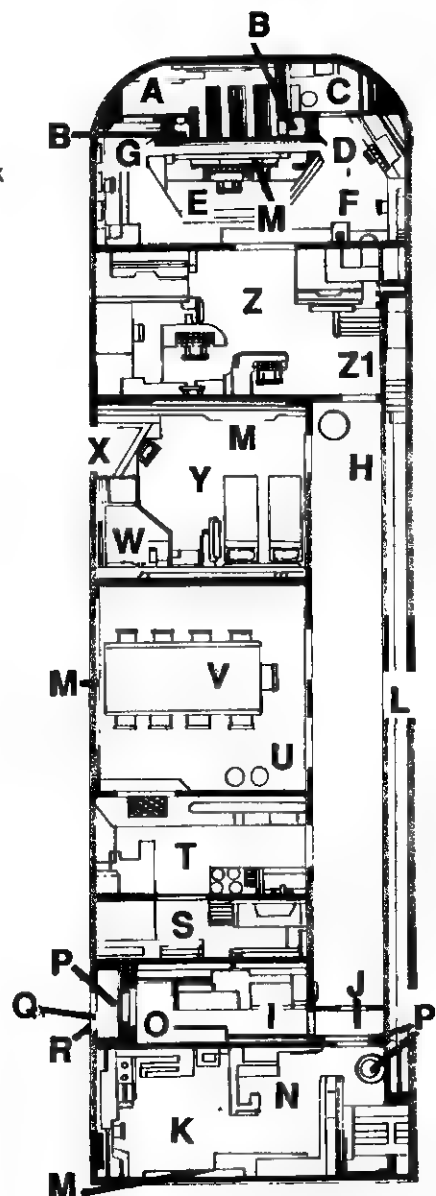
Once a vehicle's body has reached zero it is considered totaled. Aircraft will crash, submersibles will flood, cars and trucks will no longer move. If the vehicle still has body remaining it is maneuverable at 1 mile per hour for every point of Body remaining. Repair time for vehicles is 1 hour for every 5 points of Body damage taken.

IMPACT:

Impact is figured two ways, Head On and Side On. For Head On impacts use the following formula: $(\text{Speed A} + \text{Speed B}) + (\text{Body A} + \text{Body B})$. A and B representing the two vehicles. For Side On impact use this formula: $(\text{Speed A} + 1/2 \text{ Speed B}) + (\text{Body A} + \text{Body B})$. This gives you the total amount of damage which is then applied as stated above.

UPPER DECK

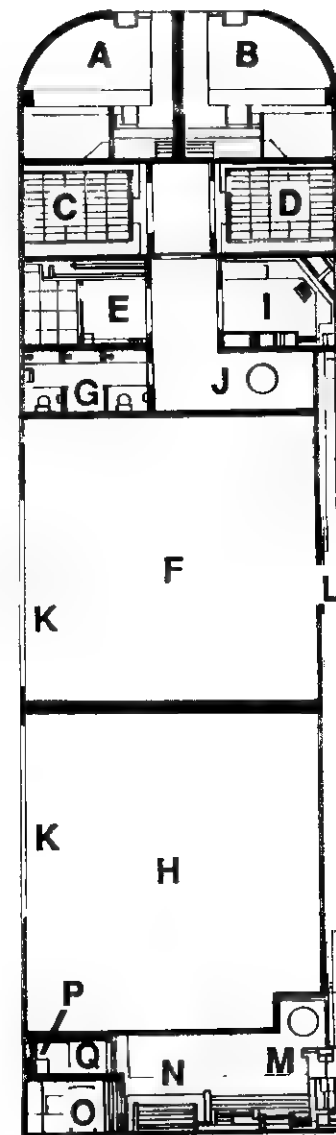
- A Armory
- B Nuclear Weapons Locker
- C Bridge Head
- D Communications Station
(Satellite & Intercom)
- E Pilot's Station
- F Auxiliary Engineering Station
- G Security Station
- H Ladder Down
- I Life Support Systems
- J Radiation Decontamination Airlock
- K Main Engineering & Propulsion
(Maneuvering Thrusters only)
- L Power & Wiring Trunk
- M View Screens
- N Main Engineering Station
- O E-Suit Lockers
- P Blast Doors
- Q EVA Airlock
- R EVA Hatch
- S Food Storage
- T Galley
- U Waste Receptacles
- V Mess/Briefing Room
- W Medical Stores
- X Medical Computers
- Y Sick-Bay
- Z Computer & Main Library
- Z1 Computer Main Memory



THE SHUTTLE

LOWER DECK

- A Port Sensor Array
- B Starboard Sensor Array
- C Port Battery Room
- D Starboard Battery Room
- E Water Pumping & Filtration Room
- F Cargo Bay
- G Main Head & Showers
- H Cargo Bay
- I Electrical Monitoring
& Main Circuit Breakers
- J Crew Entrance & Ladder up
- K Cargo Doors
- L Power & Wiring Trunk
- M Ladder Up
- N Lower Engineering
- O Main Generators
- P Reactor Vent
- Q Reactor Core



Scale: 1/8 inch is equal to 1 foot

Justifiers RPG

The Axon Confrontation

An Introductory Justifiers Scenario

Written by **Blaine Pardoe**

Illustrated by **Gideon**



The Axon Confrontation

Written by Blaine Pardoe

Illustrated by Gideon

Edited by Jennifer Barlow

Nancy Hess

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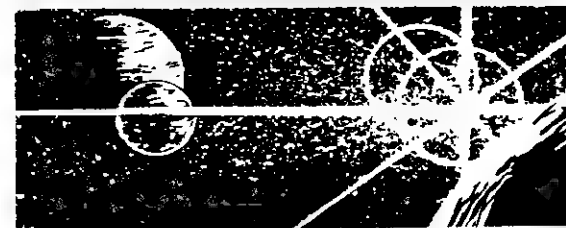
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The Axon Confrontation

An Introductory Justifiers Scenario

INTRODUCTION

This scenario is a work of fiction. All names, characters, events and locations described here-in are fictitious. Any resemblance to actual persons (living or dead), organized events or location descriptions is purely coincidental.

The Axon Confrontation is an adventure scenario for the **Justifiers RPG**. While some aspects of this adventure may seem sketchy, this is intentional so that the adventure can be set in any GameMaster's campaign.

PLOT SYNOPSIS

This scenario is designed for introductory-level Justifiers. The player characters are in pursuit of another Justifiers team that has mutinied. At stake for the Corp., *United Industries*, is millions of dollars worth of weapons research and technology. At stake for the Justifiers: money, prestige, and their lives.

The team will be beaming to the planet Axon, officially controlled and under exploration by *TTMS*. They will have to locate the stolen shuttle, then hunt down Major Martell and the rest of his team. Once found, the team must confront Martell and recover the stolen test data and prototype weapons, all the time attempting to avoid direct contact with *TTMS*.

Once the data and Balista is in the hands of the United Industries Justifiers, they will have to set up a *TransMatt station* and beam back with the recaptured goods. While this seems a simple enough task there are several problems awaiting the United Justifiers on Axon.

The renegade Justifier Team that stole the prototype and data will not want to relinquish their only bargaining chips without a fight. A bigger issue is that Martell's intrepid team has lost the data tapes in Axon's rugged wilderness and *TTMS* has launched three Justifier reconnaissance teams in an attempt to find them.

What neither side knows is that a large creature called a Banj, native to Axon, has control of the tapes and is hoarding them as a treasure. It will take firepower and stealth from the players to regain the tapes and the prototypes. There's also a chance that the United Industries Justifiers will bump into one of the *TTMS* teams in the adventure as well. All in all the players should be faced with a number of fascinating situations.

The Adventure

Listen Up Dirtballs...

The players are members of a United Industries Justifier Team and have been called into a Ready Room at Talconis TransMatt Station by Laurel Forman. Forman, an executive of United Industries, is renowned for his operations within the company and has taken on the responsibility for United's more "troublesome" projects in the past.

Before the team has a chance to settle in their seats, Forman begins to speak:

"We have a delicate situation. For the past two years this Corp has been developing a new weapons system, code-named 'Balista'. It's a real gem of a gun, something that could net us a small fortune. We have had a couple of Justifier Teams field testing the Balista system with good results.

"The problem began a few week ago when some of our prototypes began to show up in the hands of *TTMS*. At first we suspected that some of our lab-types had switched loyalties, but internal investigations revealed that one of the Justifier Teams, led by Major Maximillian Martell, was "loaning" the prototypes out to our competitor. In return *TTMS* was using one of its shadow corporations to pay off the team's Buyback. The whole thing stinks to high heaven!

"Our Security people tried to grab Martell, but he and his team made a break for it and left behind, in pieces, five good Secs. Martell's team then "requisitioned" a shuttle from the maintenance bay. Based on the TransMatt reading the shuttle was blind beamed to Axon, a world under claim by *TTMS*. We later discovered that Martell had taken all of the test data on Balista as well. If that data falls into the hands of *TTMS*, they'll beat us to the draw for sure. That's where this team comes in.

"I'm sending this team to find that scum Martell and the rest of his renegade team. I want you to recover the data and the missing prototype weapons. As soon as you get the data and Balistas, the team will construct a TransMatt station and beam back. Please, feel free to use whatever force is necessary.

"It should be fairly simple."

Axon

Axon is a large world whose surface is characterized by rough, broken terrain. This mountainous world is dominated by active volcanos in all of the major mountain ranges, as well as deep valleys where the majority of the plant-life is based.

The atmosphere is saturated with water, though there is little standing water in the form of oceans or seas. Despite the fact that the planet has a very bright red sun, the humidity forms a fog-like haze over the bulk of the planet, limiting visibility to 80 meters maximum.

Most plant life consists of mosses or other fungi, and these only grow in the depths of the valleys on the planet. Known animal life consists of several varieties of lower form lizards, including three flying varieties. Information gathered by TTMS Justifiers indicates evidence of larger life forms, but as of this time there is no verification of these.

This planet was first discovered by TTMS who has established a TransMatt station on the northern icecap of the world. Exploration of this world has progressed slowly. But significant deposits of uranium and other radioactive elements have been discovered to warrant further investigation and mining by TTMS.



World Log: Axon

System: Lonight

World: Axon

System Position: 8

Number of Satellites: 9

Gravity: 1G

Land Area: 68%

Planetary Conditions:

Length of Day: 50 hours

Atmosphere Density: Heavy, 70% humidity

General Climate: Warm Temperate

Colonial Data:

Newly acquired by *TTMS*

All other colonial information is classified by *TTMS*

Indigenous Life: No data available

Technological Status: Not applicable

Population: Unknown

PLANETFALL

The United Justifiers are outfitted with a stripped shuttle. The stripped shuttle does have all equipment necessary to complete the mission. The GM or the player characters will have to decide what exactly is contained in the shuttle but it should have two ATV cars and the personal weapons contained in the armory.

As the shuttle exits the TransMatt over Axon sensors will detect two satellites in orbit over the world. Sweeps by sensors will indicate a functional *TransMatt station* on the small northern ice cap and faint energy readings near the equator, possibly the stolen shuttle.

The AI computer on the shuttle will recommend a landing on the northern ice cap--a definite mistake since this is an established *TTMS* outpost. The mission commander can override and order a landing on the closest available spot near the energy readings.



The closest landing site to the energy readings is a broken and churned mass of stones and jagged rock. Landings must be made at a -25 Skill modifier to the pilot's skill pilot aircraft/submersible due to limited visibility and the lack of smooth terrain. With the rough ground regardless of the success of the skill roll each character should make an AGL roll to keep from being thrown around the shuttle during the landing.

Because of the serious nature of this mission, United Industries has rigged the shuttle with a self destruct mechanism that is to explode one hour after entry into Axon's atmosphere. This is to destroy any evidence that United Industries ever entered TTMS territory. This knowledge should be revealed by the AI computer only after landing on Axon.

The United Justifiers have landed nearly six miles from the other shuttle's landing site. Even using the ATV Cars, the going is slow and treacherous over the terrain of Axon. It will take well over two hours to reach the site at maximum speed by car.

If the player characters have a helicopter in their shuttle they should be told that the helicopter will work, but will be nearly impossible to operate it safely due to the poor visibility. A -80% Skill modifier should be used in conjunction with any action concerning the movement of the helicopter. This should dissuade the characters from using it.

Maximillian's Folly

Major Maximillian Martell's party got into a little bit of trouble. In their attempt to flee the *United Industries* Secs, they stole a shuttle under repair. Their attempt to land on the northern ice cap fell short by several thousand miles when the shuttle's AI computer shutdown in middle of the landing.

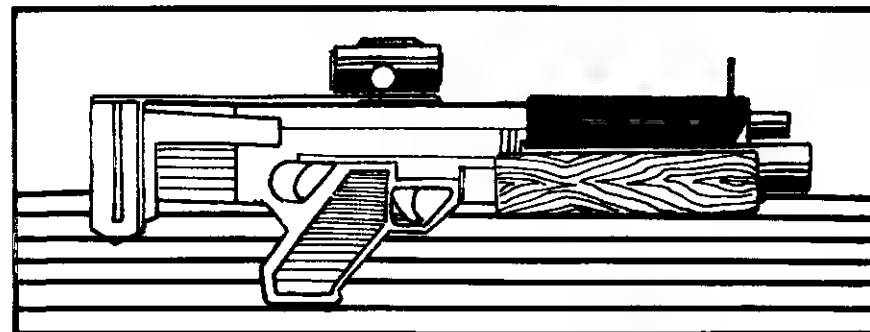
When the shuttle malfunctioned it crash landed, killing two members of the renegade team and injuring most of the rest. The long range communications system was utterly destroyed, but the personal communicators still worked. In move of desperation Major Martell sent the only fully functional member, a Beta Falcon named Hortense, to take the data tapes to the *TTMS* base. Martell informed Hortense to tell the *TTMS* Justifiers that he would turn over the Balista prototype weapons to the *TTMS* Justifiers team when they arrived to pick up the rest of the team. Martell doesn't know if Hortense ever made it. The Major received a distress call from the scout a day ago, but nothing since then.

As the stolen shuttle is approached, the United Justifiers will see that it is turned on its side, with many deep scars from the landing. There are also signs of fire damage as well. The Major did not anticipate United Industries sending a "recovery" team, so he will be caught without his defenses in place. At first the renegade team will believe that the United team are from *TTMS*. When Martell's team realizes that the Justifiers are from United Industries, Maximilian and his two remaining crew will open fire with the new Balista weapons.

Negotiations or Battle?

The United team has a choice, they can fight or talk their way through this encounter. Maximilian and his crew have been hurt badly, and are in need of some medical attention. This can be a bargaining point. Another point is that in the rolling fog-like mists of Axon, the Balista's lasers will not function well.

If the United team tries negotiating, they will find that Major Martell is willing to talk. He has a broken leg from the crash landing and has run out of pain killers. Martell will try to trade the Balista weapons for medical supplies and attention, but will not agree to turn himself or his crew in. The Major knows that *United Industries* will not treat him kindly if he is returned alive.



If, however, the United team opts for the more direct approach (a fight), Martell will hold his own. Using the Particle Beam portion of the Balistas, he and wounded crew will put up a good fight. The United Justifiers will have to inflict the remains of the renegade team with some serious wounds before they give up. Finally, exhaustion and pain will set in and Martell and crew will surrender.

The team will find a total of three Balista weapons but none of the data tapes. Major Martell will inform the United Justifiers, after receiving medical attention, that his falcon Scout Hortense, has taken the tapes to the northern icecap. That was two days ago and there was no word from the scout since...except for a distress call yesterday. The Major will reluctantly give the players the last known coordinates of Hortense.



Has Anybody Seen a Six Foot Falcon Around Here?

Major Martell does not know what sort of trouble Hortense ran into, only that the scout issued a coded distress signal. Both Martell's team and the United Justifiers do not have any information on any indigenous life forms on Axon that are known to be harmful.

The coordinates included in the distress call are three days drive from the crash site of Maximillian Martell's ill fated shuttle. The topographical maps of the region show it to be a deep valley ringed by jagged ridge lines.

In the journey to the coordinates the characters will encounter little in the way of life other than small lizards that scurry or fly away when sighted. The only plant life seen is in the form of light yellow and dark green moss growing in the shade of boulders. Mushrooms and toadstool like growths will be found where good soil has settled in between the rocks and some will be as tall as 8 feet in height.

For each day of travel using ATV Cars, the Justifiers must roll a D100 for each vehicle. Any roll under fifteen indicates that Car has broken or become damaged. Use appropriate skills for repairs done by the characters. Rolls of five or less indicate that the damage is major (broken transaxle or engine fracture, etc.) and that the car is un-repairable.

Into the Valley of Doom

The ridge surrounding the narrow, slit-like valley is too steep for the ATV's. Even normal walking/crawling movement is difficult at best. The walls leading down the valley are at nearly 30 degree angles and a fall in this area does double the normal damage.

After descending a third of a mile down into the valley, the United Justifiers will see footprints in the few areas with soil. These footprints are large and reptilian, with four toes. Each foot is well over a foot and a half across and anyone who makes a successful skill roll with Zoology will estimate that the reptile stands at over 16 and a 1/2 feet in height. The tracks are old and impossible to follow.

The bottom of the valley has many small holes in it, none larger than one foot across. Occasionally a geyser erupts from these holes, spewing hot steam into the air. Each burst of steam does 1D6 of damage if a player is within seven feet of a geyser when it goes off. These are located on the map of the valley. Generally there is a 10% chance each hour, per geyser. The GameMaster may feel free to allow them to go off at any time.

Laying across the top of one of the rocks is the fallen form of Hortense. Even from a distance, it is possible to tell that Hortense has been injured badly. If the players administer medical attention, it will take Hortense nearly an hour to regain consciousness. There is no sign of the data tapes and Hortense's wounds appear to be a series of deep cuts in her hide.

The Falcon's Story

Dazed and shocked, Hortense will initially think that the team are the Justifiers Team from TTMS. She will immediately tell the characters that she had the tapes but was attacked by some sort of a creature. In the battle she dropped the tapes and her last conscious memory was watching the creature pick up her satchel and carry it off to the north.

When (or if) Hortense finds out that the team is from United Industries, she will ask to be let free rather than face her former employers. Though unarmed, she is willing to risk a journey alone to the TTMS outpost rather than try to deal with the employers that she betrayed. If asked to help in recovering the tapes, she will do so.

The GameMaster has a number of different options with Hortense. She can be an asset to the players, helping them find the creature that stole the tapes. After the tapes are recovered, she may try and steal them back, attempting to fulfill her mission for TTMS. She could also try and lead the United Justifier team away from the TTMS station or even sabotage the ATV to keep the team from finishing their mission before being discovered.

TTMS Justifiers

TTMS picked up the crash landing of the mutinous United Industries shuttle and sent out three recon teams to find the crew and take possession of the prototype guns and data tapes. The teams are also under orders to lead the renegade United Justifiers back to the northern base.

The reconnaissance teams are operating in and around the area of the valley at the time the United Justifier team is there. For every hour the United Justifiers spend on Axon they have a 1% cumulative chance of being discovered. Each time any of the characters use any commutations devices add an additional 5%.

If one of the teams spots the United Justifiers, it will be assumed that they are the United Industries renegades. The TTMS Justifiers will demand to have the Balista weapons and tapes turned over to them. If the recovery team does not tip their hand, the TTMS Justifiers will believe that they are indeed there on legitimate business.

Several things could tip them off. If the TTMS team meet with up Maximillian Martell or any member of his team first they will be told of the recovery teams existence. Hortense could tip off the TTMS teams to the recovery team by using her commutations device. One of the TTMS team could find the Renegades at the same time another finds the recovery team.

WRAPPING IT UP

This scenario ends when the data tapes and the prototype weapons are either destroyed (which results in no pay for the mission but prevents them from falling into TTMS hands), or turned back over to United Industries.

The plant's rough ground will result in three to four hours of ground clearing when the United Justifiers go to set up their TransMatt station.

The United Justifiers are to remove any evidence that they have ever been on Axon. This includes setting a time delay explosive device on the TranMatt. The GameMaster might want to roll percentile to tell how many minutes the United team has to get through the TranMatt before it explodes.



Beastuary

A large percent of the plant is devoid of any life forms but creatures like the Banj make up for that fact.

The Banj

Size: 13 1/2 ft. tall

CON:150 STR:190 DEX:85 IQ:14 WIS:25 AGL:42 PRZ:110 MS:39 BOD:15
RES:22 SPEED:53

BASE TO STRIKE:28% DAMAGE BONUS:19

SPECIAL ABILITIES: Track by scent 80%

NATURAL WEAPONS: Hv. hide (AV 4), 1 bite
(very lg. 3D6) 2 claw (large 2D6 + 1)

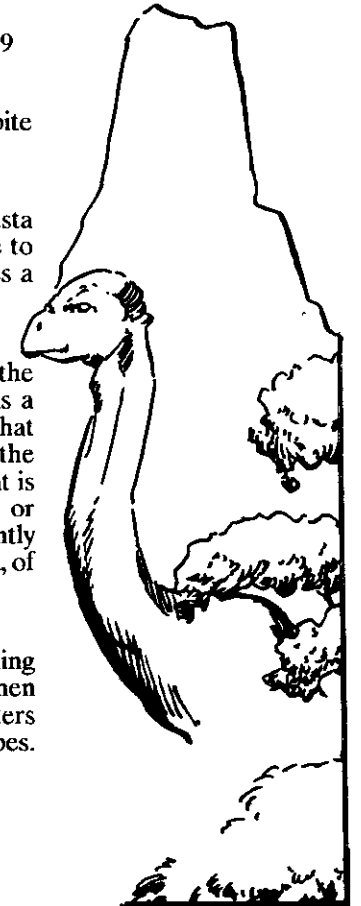
The creature that stole the data tapes on the Balista weapon is a Banj. This creature stands at close to thirteen and a half feet in height and resembles a small dinosaur.

The only difference between this creature and the ancient dinosaurs of Earth is that the Banj has a small degree of intelligence. It hoards any items that appear not natural to the planet. The hoard of the Banj is a massive pile at the back of the cave that is it's home. It consists of many oddly shaped or colored stones, several pieces of metal (apparently taken from a shuttle or other crashed vessel) and, of course, the satchel filled with the data tapes.

The United Justifiers have two options when dealing with the creature. One is to attack it, kill it, and then find the tapes. The other is to have some characters lure it out, while other team members find the tapes. Either way is acceptable.

Axon Lizards

The Axon Lizards come in many colors and sizes. All are non-violent and easily scared by any movement. If the team drives through a group of 20 or more they have a 5% of damaging the ATV car and a roll should be made for damage.



Personalities

The following is a listing of the mutineer and TTMS Justifiers that are not part of the players' group. Those skills listed for the NPC characters are only the ones that are different from the normal level one skills for any characters of that career class.

Rival Justifiers

All the members of Martell's crew will start out at less than their optimum Attributes. Current level are list below the character's stats.

Maximillian Martell Major Polar Bear-Beta Life Sciences

CON 65 STR 118 DEX 30 IQ 97 WIS 09

AGL 77 PRZ 91 MS 139 BOD 28 RES 34 SPEED 46

BASE TO STRIKE: 10% DAMAGE BONUS: 12

SPECIAL ABILITIES: Swim 99% Track by scent 50%

NATURAL WEAPONS: 1 bite 2 claw (both large)

Skills:

Surveillance 26%

Martial Arts 22%

Dual Weapons (Pistol)

Smuggling 34%

Subduing 14%

Psychology 21%

Martell is currently at CON 49 BOD 0. Martell has been on nine Justifiers missions without reaching Buyback. He is very bitter toward United for charging him for a shuttle he blew up on his first mission. He feels that United Industries will never let him reach buyback so his only option is to make his own deals.



Hortense Smith Private Falcon-Beta Scout

CON 65 STR 97 DEX 65 IQ 41 WIS 52

AGL 117 PRZ 63 MS 101 BOD 8 RES 23 SPEED 18

BASE TO STRIKE: 22% DAMAGE BONUS: 10

SPECIAL ABILITIES: Flight (miles in STR)

NATURAL WEAPONS: 1 bite 2 claw (both large)

Skills:

Advanced Navigation 9%

Thrown Weapons (hand) 4%

Entertainer (singing) 4%

Hortense is currently at BOD 1. Hortense is in love with Martell. She feels that United has given him a raw deal. Hortense believes that Martell will come to love her if she helps him.



Arthur Feral 2nd Lieutenant Wolf-Beta Social Sciences

CON 65 STR 84 DEX 47 IQ 71 WIS 37

AGL 92 PRZ 42 MS 112 BOD 17 RES 20 SPEED 44

BASE TO STRIKE: 16% DAMAGE BONUS: 8

SPECIAL ABILITIES: Nightvision 40% Track by scent 70%

NATURAL WEAPONS: 1 bite (large)

Skills:

Tracking/Trapping 7%

Pilot Aircraft/Submersible 10%

Air to Air Combat 7%

Pick Pocket 7%

Animal Training 7%

Arthur is currently at CON 62 BOD 0. Feral's brother met buyback last year and has opened a successful tracker service. Feral wants to join his brother and make a profit off of his Justifiers talents.



Sylvester (Sly) Vulpus 2nd Lieutenant Fox-Beta Field Doctor

CON 61 STR 65 DEX 109 IQ 95 WIS 62

AGL 67 PRZ 21 MS 169 BOD 24 RES 38 SPEED 66

BASE TO STRIKE: 30% DAMAGE BONUS: 7

SPECIAL ABILITIES: Track by scent 80%

NATURAL WEAPONS: 1 bite (small)

Skills:

Sociology 10%

Psychology 10%

Civil Law 10%

Demolitions 10%

Sylvester is currently at BOD 15. Vulpus has been a trouble maker since childhood. His belief in total rights for all Betas has caused United Industries to constantly reassign him to prevent uprising. Major Martell plan offers him a chance for freedom.



TTMS Justifiers

The following is a typical TTMS reconnaissance team consisting of two security officers (Secs) and one scout. The reconnaissance team travels in an ATV car.

Slick Lance Corporal Human(Aug.) Security

CON 79 STR 96 DEX 77 IQ 65 WIS 37

AGL 79 PRZ 34 MS 121 BOD 49 RES 26 SPEED 31

BASE TO STRIKE: 26% DAMAGE BONUS: 8

SPECIAL ABILITIES: Nightvision

NATURAL WEAPONS: None

Skills:

Hand Weapons (Ancient) 35%

Martial Arts 35%

Surveillance 35%



Crunch Private First Class Panther-Beta Security

CON 79 STR 80 DEX 66 IQ 93 WIS 61

AGL 85 PRZ 19 MS 172 BOD 34 RES 38 SPEED 65

BASE TO STRIKE: 22% DAMAGE BONUS: 8

SPECIAL ABILITIES: Track by scent 70%

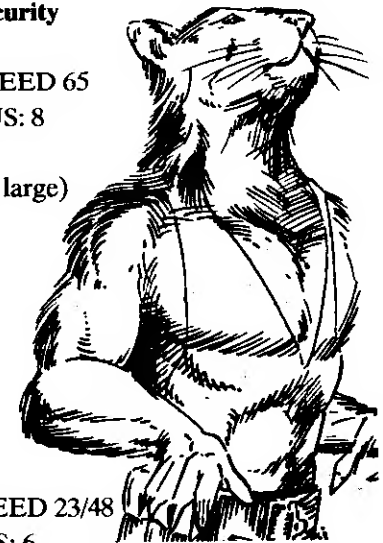
NATURAL WEAPONS: 1 bite 2 claw (both large)

Skills:

Projectile Weapons 30%

Tracking 15%

Dual Weapons (Pistol)



Blip Private Bat-Beta Scout

CON 63 STR 64 DEX 65 IQ 62 WIS 91

AGL 65 PRZ 56 MS 158 BOD 9 RES 26 SPEED 23/48

BASE TO STRIKE: 7% DAMAGE BONUS: 6

SPECIAL ABILITIES: Sonar (200yd. range) Flight (miles in STR) Track by hearing 70%

NATURAL WEAPONS: 1 bite (small)

Skills:

Interrogation 6%

Subduing 6%

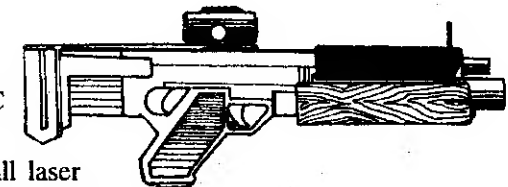


Weapons & Equipment

Balista

3 attacks per round

6D6 2700 ft range 120,000C



This assault system has a small laser pistol mounted on a larger Particle Beam Rifle. The entire assembly is powered from a pack worn either on the belt or on a back harness. Treat the laser weapon as a Laser Pistol. The statistics for the Particle Rifle Beam are above.

JUSTIFIERS RPG

Character Sheet

Player _____ Experience _____
Character _____ Rank _____ Level _____
Race _____ Career Class _____
Corp _____ Buy Back _____ Bank _____

Attributes

Statistics

Con	Permanent	Current
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MS Permanent Current

Str _____

Bod	Permanent	Current
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Dex _____

Res Permanent Current

IQ

Wis

Aql _____

Prz

Speed_____

Bse Skill Lvl_____%

Bse to Strike_____%

Damage Bonus _____

SPECIAL NOTES

(Track by scent, psionics, etc...)

Basic Training

Career Class

Cross Training

[illegible]



You're A 'Beta',
a Beta Class Humanoid Lifeform.

**Part Human and part animal. The property of the
Corporation that spawned you.**

**Your job: Justification and Pacification of new worlds.
Find exploitable resources and eliminate dangerous
indigenous life forms.**

**Your goal: SURVIVE! Stay alive until you can buy your
way to freedom. Till then you're one of the...**

JUSTIFIERSTM